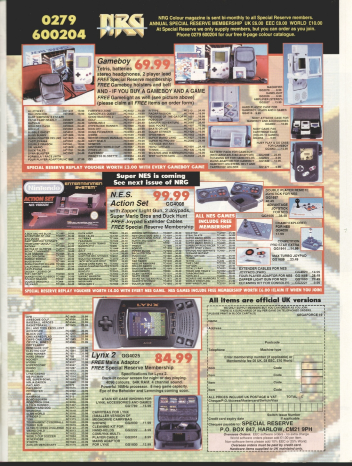
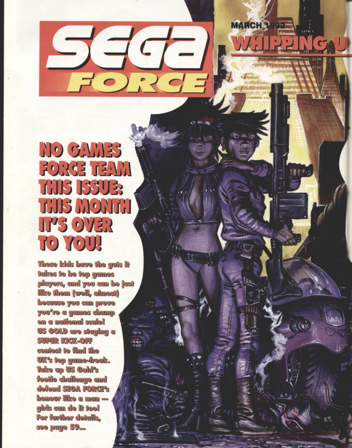

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SEGA FORCE
MARCH 1992
WHIPPING U
NO GAMES FORCE TEAM THIS ISSUE: THIS MONTH IT'S OVER TO YOU!
These kids have the guts it takes to be top games players, and you can be just like them (well, almost) because you can prove you're a games champ on a national scale! US GOLD are staging a SUPER KICK-OFF contest to find the UK's top game-freak. Take up US Gold's footie challenge and defend SEGA FORCE's honour like a man — girls can do it too! For further details, see page 59...

A GALE FORCE FOR MARCH



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Cover illustration by **Oliver Frey**
Sorry Marshal, we'll try to get your face into next month's contents...

AS CRUDE AS THEY COME!

10 Data East's huge coin-op hits the Mega Drive. Is it wild 'n' raunchy or wot? No it's TWO CRUDE DUDES out to play!

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26 The Wolfteam's latest Mega—CD is a knockout! EARNEST EVANS whips up a storm of colour, action and sounds in the best CD game yet!

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62 In the twenty-something century EA's BUCK ROGERS has a Countdown to Doomsday in an RPG to knock the boxers off your Mega Drive!

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44 With US Gold's Impossible Mission compo and win a Psion Organiser !

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10 The US gaming giant's been converting all its big NES games to MD, which means we get the Simpsons and Krusty the Clown (like a hole in the head) and Terminator!

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15 Marshal M Rosenthal reports that DEATH DUEL's been delayed 'coz Sega liked it so much, but he's got a very special consolation prize in store...

WIN A HANDHELD!

22 Celebrate the launch of a new Acclaim label and win one of these new Super LCD handheld games!

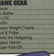
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55 Yes, that's what we're offering to every new subscriber who want to join the gutter club in game-freak alley!

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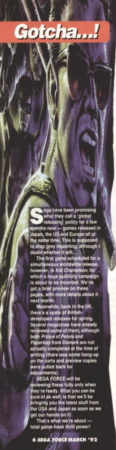
FORCE tested!











Gotcha...!

Sega have been promising what they call a 'global releasing' policy for a few months now — games released in Japan, the US and Europe all at the same time. This is supposed to stop grey importing, although I doubt whether it will...

The first game scheduled for a simultaneous worldwide release, however, is *Kid Chameleon*, for which a huge publicity campaign is about to be mounted. We've got a brief preview on these pages, with more details about it next month.

Meanwhile, back in the UK, there's a spate of British-developed releases for spring. Several magazines have already reviewed some of them, although both *Prince of Persia* and *Paperboy* from Domark are not actually completed at the time of writing (there was some hang-up on the carts and preview copies were pulled back for adjustments).

SEGA FORCE will be reviewing these fully only when they're ready. What you can be sure of as well, is that we'll be bringing you the latest stuff from the USA and Japan as soon as we get our hands on it!

That's what we're about — total game-freak thrill power!

WHAT'S TOP IN JAPAN?

● Down in the gutters of Tokyo city, these are the top 20 most wanted games of the moment, in order of merit, that Japanese gamers think should be converted — many likely to make it to game-freak Britain before long, even if the names get changed to protect the innocent!

● Street Fighter 2 (Capcom)
A Military History of Rhodes Island (Hummingbird)
Princess Maker (General)
Silent Mebius (General)
Eating Heaven and Earth (Capcom)
Sword Series (Wolfteam)
Night Striker (Taito)
Cotton (Sega)
Sin City (Imaginia)
Rad Mobile (Sega)
Star Blade (Namco)
Legend of Galactic Hero (Bosteck)
Arks Series (Wolfteam)
Wizardry Series (Asky)
Final Fantasy Series (Square)
Clutch Hitter (Sega)
Parodius! (Konami)
Metal Hawk (Namco)
Y's Series (Falcom)
Zekseks (Konami)

● Unlikely as it may seem Military History of Rhodes is a very popular series in Japan, although if it ever gets here it'd have to have a bit more sell behind the title. Zekseks is a hard 'n' fast shoot-'em-up which is expected to revive Konami's flagging reputation in the games field.

KID CHAMELEON

THERE'S A BIG SMASH COMING!

Sega's very excited about *Kid Chameleon*, so much so that it looks set to get the kind of promotional budget that only Sonic could command.

The Kid's a new arcade gaming hero — world champ at everything. And he needs to be. There's this super new holographic arcade emporium, see, where the game's so real that the end-of-end-level boss got too smart for the system and started kidnapping the players. Kid Chameleon's the only dude with the power to overcome the holographic worlds.

Kid as a kid looks a bit like a cool Elvis Presley of the early days, but hidden around the arcade are boxes containing different hats which give Kid amazing powers. Choose between a samurai hat, skull, Jason mask, rhino head, knight helm, eagle head and space helmet.

The idea's simple: wear Jason's mask and you can throw an axe at the enemy; wear the samurai hat and you wield a mighty sword; clamber into the knight's gear and you can climb steep walls and break blocks; the space suit provides a ray gun that discovers hidden objects; the skull turns into a tank firing skulls at the enemy; the rhino head lets you destroy barriers; while the eagle head turns you into a high-flyer.

The different attributes are used to overcome physical barriers in the various landscapes that make up the hologame, as well as coping with a multitude of enemies. Kid Chameleon *aka* Jason *aka* Rhino Face *aka* spaceman *aka*... fights through the Blue Lake Woods — a *Mario*-(sorry)-style game where being a knight and a samurai helps.

In Highwater Pass, rhino, knight and samurai come in. Each level gets harder, with Skull Mountain, Isle of the Lion Lord, Hills of Warriror and the Land of Elsewhere taking the game to fever pitch!

Your enemies are only holograms, but that doesn't stop them having a fatal effect on Kid. It's a game where you have to learn your enemies' individual attack patterns weaknesses to overcome them. There are hidden passageways and blocks containing surprises and power-ups to help and hinder.

Kid Chameleon, reports Marshal Rosenthal from the developers' secret programming base, is HUGE and one of the most involved Mega Drive games ever. Don't miss next month's special feature!



An early scene in Blue Lake Woods, with Kid dressed as a knight for climbing



There's trouble in them thar hills — up in the Highwater Pass



In the Land of Elsewhere, Kid gets whisked between locations by matter transporters





Gutter Talk

BARCELONA '92

US Gold are warming up for summer's big event, the 1992 Olympics in Barcelona (pronounced 'Barth-a-lona'). They've snapped up the big licence for the Master System, Game Gear and Mega Drive.

Between one and four players can take part, each player choosing a country from eight available. The name's entered onto the scoreboard which dominates the sky-line of the Olympic stadium.

Athletes can choose from seven true Olympic events, some requiring strength, stamina, speed and rhythm, others requiring skill, agility and accuracy.

Events included in the Olympic extravaganza are 100m sprint, hammer-throwing, archery, 110m hurdles, pole vault, spring-board diving and 200m swimming.

The release date is May/June, to correspond with the big event itself, but we'll have more info on that one next month.

WOLFTEAM MAKE CENTURY

Released on 24 January in Japan, the (bit of a mouthful) *Century of the Genie Feiaria* is an orthodox RPG in Dragon Quest style for Mega-CD. Movement through the game is done in a 2D map, with access points for the various sectors. The action sets you fighting enemies, getting strength and skill points and solving loadsa problems.

The skill level's set so it's easy for RPG beginners, and the battle scenes use the familiar command-input system. As you would expect of a CD-ROM game, the big capacity provides plenty of variety in graphics and game elements — the graphics are really tremendous. Monsters enlarge and shrink, colourful animation gives fantastic magic effects, everything the characters do is shown in graphic animated action. What's more, the map changes as you move.

Coming from Wolfteam, this one's likely to be a big winner!

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● After being used as a guinea pig for EGA-VGA experiments in last month's column, I had to visit the doc to get all the colour removed from my face, and the day after that I had a visit to the dentist. While I was relaxing (oh yeah...) in his wonderful, fully-automated driller-killer chair, I had this wonderful idea for a games-playing contraption. It would have everything built in for the true hardened addict. And then to my horror, I head Sega had already invented the wretched thing. They call it the Action Chair. When you're in it you can 'rock and roll to the action', rest yer arms comfy on the twin fire buttons. It works for Mega Drive or Master System, and connects up direct from a little box underneath the chair. Sega says it offers games players the 'ultimate thrill' When I tried it out, I certainly got a thrill, though I wouldn't have called it 'ultimate'... I sat on one of the fire button columns. Spin on that, if yu can!

FUNKY WOODSTOCK

The M-CD was made for music, so what better than an RPG all about making music? *Planet Woodstock* (USA: *Woodstock: Funky Horror Band*) — it takes its name from the famous open-air week of rad sounds and free love in the late '60s (yeah, wow, like... man) which took place in the USA town of Woodstock — is a whole new concept in RPGS, with characters that speak, have animated facial features and are rescaled to fit the action.

Instead of the usual magic spells of RPGS, weapons and collectible items are concerned with musical things. When it comes to attacking opponents, you do it with a tune — as long as you've collected enough energy, enlightenment and other attributes to do so.

To get more tunes you buy them in a shop or get someone to teach you new ones, but beware your enemies — as they say: the devil has all the best tunes.

The Funky Horror Band are a bunch of alien musicians whose ship crash lands on Earth, and you play the kid who helps 'em out. It starts in a village, but once you leave it, all sorts of monsters beset you — many with familiar names in the music world, like Cindy Wooper and Mimic Jagar.

Getting out's a problem, however, cos no-one's allowed out from the village unless they've reached a musical level way beyond yours.. You want the aliens to teach you new toons, but they left their instruments in the ship — hah!

The kid tries learning tunes from loadsa uncooperative villagers till he finally bumps into the beautiful Ellis. She's got the hots for him, and teaches him the tune that lets the kid break out.

Now it's a fight through monsters — more like the Eurovision Song Contest actually (yeech) — to the ship, only to find the instruments have been stolen by a tosser from the nearby village of Heavy Metal.

The kid needs help in crossing the dangerous ground between the two villages, but is only allowed to choose one of the six aliens. Each has different characteristics, so the choice isn't easy.

Planet Woodstock is definitely one to look out for on Mega-CD, and we'll be bringing a full review as soon as we get it.

Old crumblies (above) are never sympathetic to the needs of funky dudes, but maybe one of the alien groovers can help? Could do, but their instruments are trapped in their crashed space ship (top of page). In the end, the one who knows the tune to let the hero get away from the village is his sweetheart, the village smith's daughter.

Gutter Talk

ONE IN THE NET FOR TECMAGIK

Software house **TecMagik** have a sure-fire hit on their hands with the June release of the official UEFA '92 video game, *Champions of Europe* on the Master System.

For football fans it's a dream come true. A full-size, eight-directional scrolling pitch, a variety of three different playing surfaces, penalties, throw-ins and substitutions, extra time and sudden-death penalty knockouts.

Champions of Europe also offers a practice mode for those who are bit timid when it comes to tackling and an onscreen intelligent referee (are refs ever intelligent? Answers on a postcard please!). Each team member oozes animation and players have their own unique skills and abilities.

Those clever TecMagik folk have developed an instinctive control method that offers maximum realism but won't affect gameplay.

The problem with some footy games is ball control. Not so with *Champions Of Europe*. Passing, shooting, dribbling, fouling and swerving with the ball are all smooth, easy to carry out and don't slow the action.

Choose gamelength, speed, wind direction and tactics. There are 34 teams at your disposal and you can play a single game or the full UEFA championship, against the computer or a friend. Sampled digitised sound FX are planned, adding real match atmosphere.

TecMagik are carefully timing the release of *Champions* and plan to hype the game when UEFA fever starts. Keep a look out for Berni the rabbit, he's the official Disney mascot for UEFA. Fortunately, he doesn't have a Kenny Dalglish perm and looks nothing like Paul Gascoigne! Expect a full review of *Champions of Europe* in SEGA FORCE pretty damn soon.

It's UEFA's Berni!

UNIQUE OLI POSTER TO COLLECT!

● Starting this month on the centre spread is the first of a three-part poster painted by SEGA FORCE art supremo and world-renowned drawist OLIVER FREY! Keep all three parts and then join them up lengthways to make this giant door-hanging picture to drive dusting mothers mad! We thought we'd give you a sneak preview of the whole thing joined up, but we were so fast that Oli hadn't even finished painting the bottom of it — but it'll be ready in time!

● Sega has announced the arrival of new remote controllers for Mega Drive and Master System, priced at £34.99 and £29.99 respectively. They're infra red devices to free you from constantly tripping over the joypad cables. The MS controller works up to five metres distance and the MD stretches to seven! Get 'em!




WHERE IN TIME?

What's the next generation of software for the Mega Drive going to be like? If current trends are to be believed it could be in the field of *edutainment*.

What the hell is edutainment? It's the latest industry buzzword — simply a cross between EDUcation and enterTAINMENT (uh-oh).

SEGA has started the ball rolling with *Art Alive*, **(see USA Here 'N' Now, this ish)**, a paint program for your Mega Drive which allows you to deface such characters as Sonic and ToeJam or even Earl. Well ones never to miss a trick, Electronic Arts also has an edutainment title ready for release called by the long and unlikely title of *Where in Time is Carmen SanDiego*.

Anyone with access to a PC (one of those thingies with a keyboard) might find this title has a familiar ring to it. A big hit on PC formats, *Carmen* has been Mega Drive-ised (EA's word, not mine).

Carmen SanDiego is a thief, but no ordinary villain, this lady's a time traveller. Carmen and her V.I.L.E. gang travel trough time stealing valuable and historical items.

You play the part of a detective trying to solve the crimes as they are detected in order to work your way through to Carmen. but this isn't the only goal. You're also an ambitious person, and with each successful capture, a promotion awaits, with the ultimate accolade of being named Super Sleuth yours for the taking.

As each crime's detected you travel to that time period in your Acme Chronoskimmer (the 325i model) and start sleuthing. Time-travelling's difficult, so on arrival you've only a few hours use of the machine.

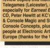
In each time period, you rendezvous with informants, inspect physical clues and find the thieves' hideout. Then send in your Capture Robot to arrest the suspect(s).

There are up to a possible 40 crimes, but not all need solving to complete the game.

Carmen is presented in a similar way to most roleplaying games, with graphics on one side of the screen and information and icons on the other.

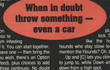
So where's the bloody education? In each time area, the historical information is of vital importance to your success and you certainly need to consult an encyclopedia. So it's just as well that the game comes packaged with one to help you on your journey (and to also persuade parents to buy the game:).

With plenty of depth and seven levels to play through, *Where in Time is Carmen SanDiego* is released in March by Electronic Arts, price to be announced, and we should have a full review in next month's jam-packed issue of SEGA FORCE.



SPECIAL THANKS for providing review copies this month go to Telegames (Leicester), most especially for *Earnest Evans* on M-CD, Peter Hewitt at KC's Computers & Console Magic and Steve Lowe at Console Concepts, plus the nice people at Electronic Arts and Sega Europe (thanks for the Wide Gear!).


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MEGA DRIVE md

Advance Play!

TWO CRUDE DUDES

Data East's grubby down in the gutter world of coin-op mayhem finds THE BLACK MARSHAL in a tooling-off spin of street ecstasy...

'Gentlemen, my name is Field Marshal Marshal. I'm instructed by the President to brief you on your mission. Stop squirming. I know you guys are aching to get started, but let's review just what you must do. Sit still Biff and Spike, this isn't some sewer you're hanging out in.

'Now we all know what happened to New York in 2010. A surprise A-bomb of unknown origin cleaned up the City streets for the first time, but of course it trashed everything as a side effect.

Today, your government no longer controls New York. Instead it's 'Big Valley', a hideous organisation of evil mutants, who's calling the tune. The President expects your help as patriotic Americans. The deal — Smash 'Big Valley' and get megabucks. You do NOT get a choice in this matter.

'We're counting on your legendary toughness to take on the mutant scum infesting the City, or what's left of it. You can start together, or play it safe and just have one — then bring the other in later. Should you wish, there's an Option screen (Easy, Normal Hard), plus choices to add extra lives, even up to three continues. No doubt you'll need them.

When in doubt throw something — even a car

'You better be sure of just what you want to do, so let's review your control options. Obviously, you can move around using the joypad, crouching or looking up as well. Your [A] button lets you grab any nearby object.'

Spike interrupts — 'We c'n also grab enemies too, I like that [*chuckle*].'

Plethoretic

'Quiet! That's right, you can grab opponents just the same as any other débris on the streets. Now [B] is for kicking and punching in conjunction with the direction pad, and — before you interrupt Biff — yes, it's [C] that's used for jumping, unless you change the parameters in the Option screen.

It's the combinations you must master if you're to survive. These are the 'tricky' moves, and we'll go over them right now. Pay attention!

'Pressing Up and [A] grabs overhead objects as well as tossing what you've already got. The same with Down crouches and grabs items from the floor. I hear that old safes can be found in the Warehouse district — these make excellent weapons.

Up and [B] punches forward, while Down [B] crouches and punches.

Down and Left/Right plus [B] does a crouched kick. This is good for small fry like the hunchbacks and rapid hounds who stay close to the ground. We didn't mention the Hounds? Oh, then forget I said it.

Up and [C] lets you climb those places too high to jump to, while Down and [C] safely jumps you down from a high spot.

Left/Right and [C] is good for diagonal kicking





— try it when two or three punks rush you. Now you can also bowl them over by rolling into them. Just press Down, Left/Right and [C].

You can also jump and lift objects, or throw them, by pressing [C] and [A] together. And a jumping kick just requires [C] and [B].

Don't forget to memorise these combinations. We'll stay in touch by radio link. Good luck, you Two Crude Dudes!

Down an' out

Excerpt from Biff's voice diary:
Me 'n' Spike started out in The Seedy Part of Town, really messy lookin. Not too many mutants, just some stupid high jumpin ones, and some fightin guys with even less brains'n Spike. We bashed 'em good — smackin 'em with boulders'n pipes. An' pickin up one and watching him squirm before I drops him on top of his buddies.

But it ain't ALL fun, there's barriers like brick walls and sides of buildings that gotta be smashed or ya can't move on. This takes time, givin the little brats another chance to drain our energy. We just can't advance until we've cleared each section. An' the sections scroll horizontally and then stop when there's new problems.

[Transmission from Base — Listen Crude Dudes, toss your enemies at those barriers and use THEIR bodies to help smash it down.]

Thanks Base, okay — so like I was sayin, we got through the punks and grease monkeys pretty easy. (Monkeys in their pretty yellow suits look 'sweet' when they hit a wall.) It's those hunchbacks that cause grief — they grab your face and start suckin blood. Then you gotta hit all the buttons to throw it off.

Two came at us once, but Spike pulled a street light outta the ground and threw it at 'em. We were both tired, our energy levels low, so's it was a good thing we ran into a Power Cola machine. A coupla good stiff kicks knocked out a few cans and we drank them down. Real good!

I got a bit greedy and kept hittin the machine, but it blew up an' took away all the soda. (Spike got mad an' picked me up and bounced me once. Guess I deserved it!) But if we make it through, we'll get a chance to drink our fill for about 30 seconds in a room with nothing but a Power Cola machine.

Snake charmer

Anyway, here we are just toolin about, wipin out the scum (I likes the way they bounce when you toss 'em, even though it takes a few hits to make 'em disappear) — when this armour-dilla shows up. Like it's a rolling ball that hits ya! Spike kicked it a few times, and it unrolled to show that it's part guy. So I picked it up and bounced it to Spike. Then he did the same to me, until the guy's energy meter went black.

We thought that was it, but then we hit the first stage Enemy Boss. He called himself HEAVY SNAKE, and not only fought with snakes like they was a whip, he had them fightin for him. It wasn't easy for us to take him out.

Then we got to the Highway, stage two. You could see the radioactive ooze in the water between the broken bits of concrete. Not a pretty sight. More mutants to take on, some really scuzzy, and some high-tech guys. Like the pyromaniac with his flame thrower, and the disk cutter who tosses frisbees with razor edges (ya duck below it and then grab him fast).

The real bad ones here are the rapid hounds; these half-metal doggies need to be taken out



Biff gets a loving clinch from a hunchback while a disc-cutter throws a curve…

A tough tangle with the pyromaniac gets Biff thirsty — time to whack the Cola machine

Look out, Biff, above you! The heavy snake boss is feeling sinuous…

…But Biff's in no mood for messing around — how about a lift Scaley Face!

Rolling from disc-cutter's lethal aim

'Okay, punks, make my day…

Watch out! Here come the flying bike boys, but Biff's got a surprise for 'em! Yeah! WOP, down they come!

Yuk! It's the Master Reaper at his grim task…

Good thing Biff's found sumthin to throw at the Rapid Hounds… but he's jumpin' on the Armour-dilla! Whew! Calls for another Cola break…



Finished the stage, yeah! Time to get down and boogie — well ya gotta relax in this hell hole.

A car's a handy weapon when punks attack, an' that's Spike down the bottom, ready for some knuckle jam.

Biff hasn't noticed that Cyborg D's flingin blue goop at him.

Biff legs it up a ladder when the mad bomber wrecks the Cola machine... and what do you find — more rapid hounds yappin and bitin.

As if flying bikers aren't enough, this mother's the rhino-man!

I's snowin, and here's the hand-sniper — it's okay for Spike up there, he's just laughin!

Ya want some grease, monkey? Well take this here oil can!

Uh-oh, Tiny Leo ain't so small. And nope, Spike does nuthin.

This guy's a real Santa — you can tell by the gleaming green eyes...

Grunt, puff, groan, tanks're heavy — don't that Spike never do nuthin?

Sorry Spike, he can get worked up, too. Stage five, down the subway with punks and flying bikers — is life worth it?

before they go for your throat! We did learn a lesson here — when in doubt, throw something! Spike even picked up a half-smashed car and tossed it. I took care of the dogs by hittin 'em with an 'Eat' sign left over from a diner. Hah, hah!

Then we both stopped laughing cuz along comes this Master Reaper dude with giant blades instead of arms, and he shoots energy beams too. This guy was tough.

Rhino-stone cowboy

[Transmission from Base — climb or leap up to the overhang of the Highway and jump down behind someone and grab him.]

Excerpt from Spike's voice diary:

We made stage three, The Warehouse district. Now we had these spider like guys bouncin all about in cyber suits. Tough enough to wack 'em, but they can cling to walls and drop acid on your head from their **xxkxkxkx** [*transmission garbled*].

There's more dogs and punks, but also these Mad Bombers who roll balls in your way that explode. Plus this Cyborg D, who looks like a punk but is tough and packs a ray gun.

The worst part was when the tanks started rollin in. We couldn't find anything to hit 'em with. Biff tried picking one up (really punching [A]) — almost worked but then he was shot by the other one and dropped the tank.

We thought that was as bad as it gets, but then along comes this rhino man, tough dude with a horn that'll send ya up in the air. If we can take him out, it's a quick trip to that Power Cola machine.

Now it's the Back Alley — hey it's suddenly snowin or sumthin. Everything's slick and slippery, but still plenty of punks who want to play. Me 'n' Biff learned this neat thing. When the flying bike comes along and drops off punks, you can wack 'em forever an' they'll keep coming.

What ya gotta do is leap up and grab that bike and then smash it to bits! Wish we could do the same to the Santa impostor here. He's green and jolly, but tossing explosives. But a real easy time compared to Tiny Leo, who can turn from a punk into a giant werewolf.

[Transmission from Base — You're doing great Crude Dudes. Head for stage five, The Subway]

Biff here. This place give me the creeps, but it's just a short ways now to the Hideout of the Mad Scientist — of course we still gotta get past whatever's here and hey, look out, grab 'em, he's got four arms............

[Transmission from Base — 2 Crude Dudes, 2 Crude Dudes, come in, come in. We are not receiving you, do you copy?]

[Transmission ended...]

Marshal M Rosenthal lives in the New York gutters, so he knows...



END-OF-LEVEL BOSS

You wanna find out what's really happening, go to the top. We sent DAVE ROBERTS (plus a wad of cash) to Las Vegas to talk to Sega US boss, Tom Kalinske, who gave us the real brown stuff on Sonic 2 and Sega's next generation Gigadrive wonder consoles.

There's an old saying that says something like 'America sneezes and the UK gets covered in snot'. Thinking about it, that's probably not exactly what it says, but the general gist of it is that everything young, vibrant, whacky, zzzzz... does tend to hit the shores of our colonial cousins before it reaches Blighty.

This is certainly the case regarding Sega. Sega is a Japanese company and launches new stuff at home first. But no-one understands Japanese (rumour has it, not even the Japanese) so they could blab on to us about how they've launched a kettle and we'd be none the wiser.

So it's to the States we look to find out what'll be hitting the UK. And it's to Tom Kalinske, president of Sega US, that we look to find out what's hot Stateside.

Now Mr Kalinske, or Tommy as we know him, is a desperately important dude. His wife has to make appointments to see him and journalists are not usually seen in the same room. But after weeks of begging, pleading and some rather nice prezzies, I agreed to give him a 20-minute interview over in Las Vegas.

'So Tom,' I opened, calm as you like, 'what's new?' 'Lots and lots,' he stammered nervously — and indeed there is.

The first ray of Sega sunshine peeping over Tom's horizon is a *Sonic the Hedgehog* Game Gear bundle. It's already out in the States and will hit the UK in the spring, retailing at £119.

Apparently Tom has come across a few misguided individuals who prefer some inferior black-and-white thing called a Gameboy. He reasons that adding Sonic will make the Game Gear pretty well irresistible — and I reckon he might just have a point.

Kidding along

On the Master System, things aren't quite as white hot as they could be. In fact they're rather more grey than white if anything.

Sega, you see, is concentrating hard on the Mega Drive (which for some reason the Yanks call a Genesis) and it's on the 16-bit machine where the firm is concentrating most of its software efforts. Sega publishers such as Electronic Arts and Acclaim are taking a similar line.

So, while Kalinske insists 'there's no way we're abandoning Master System owners', the fact that there will only be 12 new games for the 8-bit machine in the US compared to 150 for the Genesis does hint pretty strongly at where Sega's real interests are.

Incidentally, over in Japan, the situation's worse — there are no 8-bit releases... no 8-bit machines either.

Tom tells me that there are three important things about consoles — 'games, games and games'. I show polite restraint and decide not to point out what a thickie he is — he's probably nervous after all. So, Tom, if I can take your three points one at a time and start with... er... games, what ya got?

'For '92, our line-up is exceptional, just exceptional.' Maybe so, but you'll have to be a tad more specific.

'Well the next real biggie will be with you very, very shortly. Sometimes, products that we think are good but not home runs take on a life of their own in the last few weeks of programming. They become so much better than we imagined they could be. That has happened to us just recently with a product called *Kid Chameleon*.

Work on the next console is going on

'We are all just astonished at how well it plays. It's got 106 levels and it's one of those games where you have to get through ten levels or so before you realise just how detailed it is and how much depth there is in the gameplay.'

The Kid's task to escape from a pretty crappy place known as Elsewhere, a place where 'crabuloids, skull chompers and monsters abound', apparently. To help him escape he has nine magic hats each giving special powers and weapons such as a samurai sword or a particularly useful rhino's head.

Sports talk

Another product to get the Tom thumb(s up) is *Evander Holyfield's Real Deal Boxing*. (Why are console game names always *so* long...?) This is in early demo stage at the moment but it already looks like a boxing game with definite knockout potential.

Tom explains: 'It's going to be great not only because Evander, the undisputed heavyweight champion of the world, is advising us, but because the graphics on it are so amazing.

'What we did was take photographs of him, plus footage of his fights and then digitise it, and use them in the game. Visually and in terms of gameplay I think it's going to be the best boxing game ever.'

Of course you do, Tom, that's your job. The good thing is, I saw the demos, and he could be pretty close to the mark. Eventually Evander will have 30 opponents to face (not at the same time, you pratt), but at the moment only three are fully programmed in so we won't be seeing the game till late summer.

Other goodies in store that Tom thinks will have our fancies well and truly tickled are *Sports Talk Baseball*, which uses the real-time commentary technique of *Joe Montana, David Robinson's Supreme Court Basketball*, featuring digitised, video-quality graphics, and an intriguing package called *Art Alive* that allows you to, in the words of the truly wise Madonna, express yourself **(see USA Here 'n' Now for more details)**.

And Sonic too

A game that Tom's not even prepared to show me demos of is *Sonic 2*. The world and his wife — and his kids and most of mates from the pub — are all waiting for this one and Tom's maximising the suspense.

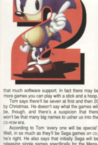
'We're working very, very hard on it, believe me,' — we do, we do! 'We'll have it out just before the end of the year and it is getting a simultaneous global launch, so you'll get it in England [he means 'Britain'] at the same time we get it over here.

'What we've said to the Sonic team is that *Sonic 2* has simply got to be better than the original, but, more than that, it will offer a new feature that just wasn't available in the first game.'

The (Tom) thumbscrews are applied, but he won't say any more about this special feature. For now it's just one of those things that make you go hmmmmm...

As well as an explosion of software, there's also a fair bit of activity on the Sega hardware front. The first new arrival will be the Mega-CD. The only problem is, when it's launched (summer in the US, autumn in the UK) there may not be





that much software support. In fact there may be more games you can play with a stick and a hoop.

Tom says there'll be seven at first and then 20 by Christmas. He doesn't say what the games will be, though, and there's a suspicion that there won't be that many big names to usher us into the CD-ROM era.

According to Tom 'every one will be special'. Well, in so much as they'll be Sega games on CD, he's right. He also says that initially Sega will be releasing single games specifically for the Mega-CD, not ten standard titles shoved on one disc.

Compilations will come, but Sega want to show us what they can do first. For the time being, it's all eyes on CD-Tokyo, but since a lot of releases are RPGS — some inscrutably Japanese in character — this may not be the best guide.

Unfortunately, what they can't do first is *Sonic*. The speeding hedgehog won't hit the M-CD until '93 (or will he? — see the **Sonic, Sonic and Sonic** box). But when he does arrive, good god is he gonna be fast!

Wonder Mega

After the Mega-CD will come the all-in-one Mega Drive playing carts and CDS. It's being developed in conjunction with electronics giant (and, spit, choke, vom, Arsenal sponsor) JVC, and will actually bear the JVC brand rather than Sega's.

The Wonder Mega, as it appears to be called (as reported in last month's **Gutter Talk**), probably won't hit Britain until just before the end of the year, and when it does it'll cost around £600.

According to Tom it will do 'much more than just play games. JVC have added a lot of features'. Another of those things that make you go hmmmm…

And what next?

After the Wonder Mega, well Sega hasn't said what it's doing then, so who knows? Tom does, I realise, with frightening speed, so I ask him.

'Work on the next console is already going on, it's at quite an advanced stage… this Gigadrive, or whatever you want to call it.' Gigadrive's fine with me.

Is it a 32-bit monster, this Gigadrive? 'Could be, could even be more.' And will it run carts or CDS? 'It will be optical based.' That means CDS then. 'Yeah, but we will never have a problem with backward compatibility.' Well, I should hope not, but if you do there's some sort of cream that you can rub on… 'What I mean is CDS and carts that are around now will be able to run on anything new that we launch.'

So that's it, that's the exclusive I wanted. In 1993 Sega will launch a new CD-based, 32-or-more-bit console that is as far advanced from the Mega Drive as the Mega Drive was from the Master System, and it will run the carts and CDS that are already available.

Not bad, Tom, not bad at all. I'll probably even come again. But for now it's time to say cheerio, I've got things to do — like lose squillions of SEGA FORCE's expenses budget on the tables at Caeser's Palace. Tom blubs for a while, begs me to stay, promises to tell me even more about loadsa sexy new machines being launched throughout the next decade.

Ruthlessly, I head for the door. Tom begins to offer money, cars, a free Sonic the Hedgehog badge, anything. I firmly close the door, knowing, as Tom does, that he'll be waiting for me when I return in June.

Sonic, Sonic and Sonic

News that Nintendo is rushing its own 16-bit CD-ROM drive machine into the final development stages caused rival Sega to go into a frenzy of activity as well — in this case on the software front as well as hardware.

In Tokyo, Mr Kamata, managing director of Sega, told SEGA FORCE that, 'we will release three versions of new *Sonic* games in this year!'

What he's referring to is *Sonic 2* on Mega Drive, Mega-CD *and* arcade coin-op. So it looks like we may get M-CD *Sonic 2* before the end of the year after all. He went on to say: 'We plan to release about 50 titles this year, not including other publishers' games. That's 30 for Mega Drive and 20 for M-CD.'

And if anyone ever tells you that competition's good for the game-schmucks in the gutter like us — they' right! How about this concluding statement from Mr Kamata: 'If Nintendo release the Super Famicom-CD machine, we will lower prices and release new items against them!'

Is that a 32-or-more-bit item, Mr Kamata? Long-live the Sega-Nintendo war!

USA HERE 'N' NOW

Deep within the dank confines of the Palace of Doom, the Black Marshal holds court over the realm of video gaming.

From the Convention Center, las Vegas

The Consumer Electronics Show (CES) in Las Vegas is like one big fat cream puff for electronics and video gaming; you want to stick your face in and lap it all up. Imagine row after row of video games, and then more rows. And then more rows.

Some get excited when they see hundreds of slot machines — but they don't know nuthin till they've done the gaming circuit. It's like the culmination of every creative mind's last six months, and their next upcoming six. Pity the poor souls who don't even get to look at anything, but have to stay in their booth from opening to show's end.

This place is HUGE, consisting of three major halls, with car stereos outside, two main halls of

the nearby Hilton Hotel, and other hotels taking up the slack. The newly redesigned buildings combine to form a small East European country. The powers that be not only remade the Las Vegas Convention Center, they also displayed a sense of humour —why else rename the East Hall as South? This played great tricks on people trying to get around, relying on their memories from last year.

Now part of what this show is all about is in getting the real dope on what is going on, talking to the people who make the decisions that we have to live with. Like **Al Nillson**, head of Sega of America's CD-ROM division. We all know by now that the official version will appear in the summer, and at a retail price of $250.00. But the ominous news he relays is that versions for Europe and America are going to be different to the Japanese version now out — in fact all machines will be different from each other, taking disks that won't work in the other machines. These guys are serious now.

Duel great, so late

Speaking of serious, last issue saw the great *Death Duel* game from **Razorsoft**. Sometimes it doesn't pay to be too cool. No, there aren't any more lawsuits going on, but it seems that the folks from Japan liked the game so much that they got Razorsoft to put a six-month delay on its release.

The upside is that it's going to be released worldwide in August, the bad news is that we now have to wait all that extra time. 'It's a bit annoying for the gamers, we know,' says spokesman **Mike Brazier**, 'so we're apologising in print for the delay.'

Big deal Mike — give us something concrete to make it easier to swallow. 'Okay, how's about we give away one of our storyboards for the television commercial we just finished for *Death Duel*. The TV. spot was done by a company spun off from Industrial Light and Magic, they're Lucasfilm's high-end graphic wizards who are responsible for such things as *Star Trek: The Next Generation*, and the amazing effects of *Terminator 2: Judgment Day*.

'We've been hanging the storyboard on our walls these few days of the show.' (So I noticed, but it's too large for me to fit under my jacket). That's pretty neat Mike — but make it five and there'll be some happy guys 'n' gals (unless that damn editor cops them all). Just don't expect us to give back that *Death Duel* EPROM back until the game comes out!



One of the Death Duel storyboards for the TV commercial, designed by an offshoot of Indutrial Light and Magic. There are five to give away in a simple comoetition — see the box on the facing page for details.

Eagles legal

Lawsuits got us thinking of Accolade again, they're still immersed in a 'difference of opinion' with Sega, since they're producing their Sega carts without being an official licensee. From Sega's side comes the word that they feel the need for Accolade to be part of the fold — 'This ensures the kind of quality and product awareness that makes for a great Genesis game' says our not to be named source.

On the other side of the fence comes word that 'we're doing quite well just the way we are, and while we sort all this out we're continuing to market our games as well as work on new ones.' (The one to note being *Double Dragon* — check out the mag to find the first look at this classic.)

Well, we might still be in a recession here in the States, but at least it looks like the litigation lawyers ain't ever gonna be starving.

Living forever... Game Genie! As you can see, once slotted in and coupled with a game cart, you need a cushion to sit on to see over it.

Can't say, won't say

Next we bump into **RJ.Mical** and **Dave Needle**. You may not know these guys by sight, but since they helped create the Amiga (Dave, hardware; RJ. the software) as well as doing the LYNX, it never hurts to give them a Twinkie or some other sugary substance and listen in.

Since we know now that they helped Sega with Game Gear (on making the battery last longer), what do they think of the Master System adaptor for the portable? 'It's extremely neat,' Dave replies, 'and makes sense. After all Game Gear is actually an 8-bit machine compressed down anyway. This gives the portable an even more extensive library to work with than Game Boy to date — also the games look good scaled down on the LCD.'



Dave Needle (left) and RJ Mical arsing about like a couple of virgins — would you believe these guys invented the Amiga and Lynx?

Are they working on something else for Sega? 'Can't say,' RJ doesn't say. — he's the tall one with the maniacal gleam and a damned good software engineer. Dave's a bit easier to tempt, he does like those tasty treats we carry around for just such an occasion, but R'J. is keeping him under control.

We do know that the boys are working on a new project, and the rumour is that it's in the same field as Apple Computers' decision to move into 'navigational devices' — which is to say portable, computer- driven aids (sort of high end Sharp *Wizards* in the year 2010).

But all they want to talk about is CD-ROM. 'We just saw this new game from Virgin called *Guest*,' says Dave. 'It's extremely neat.' The general consensus being that game consoles need to do more than just add CD-ROM players, they need to create the kind of software that takes advantage of the system, not just more stuff — but new visual areas to explore.

Game Gear Genie

You've probably heard that Game Genie is pending for Genesis (or the Mega Drive if you prefer). And that Galoob plans to put out a Game Gear version about six months later — GG to hit the US shores officially at the summer CES show in Chicago. Similar to the NES version, with the exception that the selection screen can handle five different codes as opposed to the NES' three. But we'll have some codes to use shortly — stay tuned here and get a notebook so you can keep the information on file.

A stride ahead

Now we may be slow to anger, no forget that, we get pissed off quite easily thank you, but consider the extreme pain of seeing all these great new video games.

You may think it's neat to be at this show and see all the new stuff so early on — but think how frustrating to realise that you can't take that great game home you've been standing and playing with for the last hour. And having to wait for it to appear on the shelves a few or many months later.

Which is just the feeling we got after a few minutes with *Strider 2*, in development from **US.Gold**. They weren't showing it up front, but whoever thought we could be stopped from going into their locked rooms must eat bunny food and think the world is full of lollipops and smiling balloons.

Which is to say that we got our hands on the controls and, after shoving the marketing types out of the way, put our digits on hyperdrive. We'll be previewing it in a few months — release intended around September/October — but whatever you thought of *Strider*, #2 will blow you away.

RJ Mical, with his elbow in Marshal's groin, takes exception to Dave Needle's t-shirt. Paper Hankie to Toilet roll: 'Yup, thet's my job... it's so humiliating. By the way... what do you do?'

WIN A DEATH DUEL STORYBOARD!

Did you read the *Death Duel* feature last month? Say 'no' and you're dead — say 'yes' and you're in with a chance to win one of the five full-colour copies of the Razorsoft TV ad storyboards pictured in the main text. First five out of the bag with correct answers to these questions get 'em, no more questions asked.

1) What's the name of the British programmer on *Death Duel*?
2) What currency is used throughout the game?
3) What race does Korx Xarkton belong to?

That's it! Answers, name and address on a postcard or back of a sealed envelope to: **BLACK MARSHAL'S DEATH DUEL, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. An' they better be here no later than 19 March or Sillenium Ogre will be on to you!

Sports freaks

But so you have something to take away with you — there's the new EASN Players Association. Which is the short way of saying **Electronic Arts Sports Network**. EA is creating what they call the first interactive sports network — covering all the game console systems (SuperNES, Genesis, and personal computers).

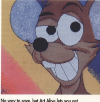
This ties in with their line of games, which includes such noteworthies as *Larry Bird, Michael Jordan, John Madden*, and *Earl Weaver*. Members not only receive advance notice on new EASN games, they also get strategy hints plus a full line of goodies.

Check this out: EASN baseball cap, sunglasses, bumper sticker, player stickers, school folder and pencils, embroidered patch, a personalised membership card, and more. Even a Skybox Series II NBA Trading Cards set. To become a member, at least in the States, takes about four weeks to be processed and costs $10.00. The address is EA's standard US one (POBOX 7530, San Mateo, California 94403-7530), but we expect that EA UK will handle it from their end.

Arty farty

Rather than just take off, let's mention one new product from Sega that may be overlooked by the slash 'n' hack fans. This being *Art Alive*. It's a simple art program that allows the creation of posters and paintings onscreen — in many ways it's very similar to the stand-alone drawing pad from Sony.

Art Alive has a toolbox for selecting functions (like fill and brushes, etc.), plus a library of existing pictures to use. Designed to be simple, it's geared for the younger set — primarily because there's no way to save a picture or print it out.



No way to save, but Art Alive lets you get your pictures onto video.

However — and very interestingly — you can go out to videotape (using the RF output or the optional A/V cable). But it does let you create, and there's nothing wrong with that!

Art Alive is Sega's first non-game title, but that's not to say it's dull. Far from it, and at £29, it will be in the UK for march.







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Gang Wars

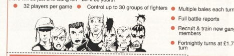
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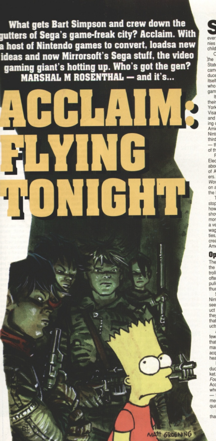
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What gets Bart Simpson and crew down the gutters of Sega's game-freak city? Acclaim. With a host of Nintendo games to convert, loadsa new ideas and now Mirrorsoft's Sega stuff, the video gaming giant's hotting up. Who's got the gen? MARSHAL M ROSENTHAL — and it's...

ACCLAIM: FLYING TONIGHT



Software publishers are like people — but not quite. They get born, grow to maturity, followed by full adulthood. Unlike us, however, they rarely die — more often other companies spin off from them, in a kind of obscene childbearing process.

Okay, all this hoopla is for Acclaim, probably the most successful Nintendo licensee in the States (if not the world). Acclaim's major players came from Activision — at the time a major producer of Atari VCS2600 game carts (Activision itself being composed of programmers and others who left Atari in the days before the 1983 video games crash).

It was 1985, and Nintendo was just introducing their 8-bit game console to the States in a New York extravaganza featuring all the glitz that the Visage Night Club could provide — like skating and a mini-swimming pool with performers swinging overhead like a circus sideshow gone berserk. Amidst the overwhelming food and drink, Nintendo showed their games, and talked about third-party licensing. Keep that in mind, third-party — the major step to success and eventual control of the gaming market.

Flash forward now to the 1987 Consumer Electronics Show (CES). There in a small area about the size of a Boots drug store was Nintendo of America. Flanked by fledgling third-party players. There could be found Acclaim — showing *World Runner*, a 3D (with red/green glasses) title on a shelf barely large enough to hold the box and the NES game console.

These games didn't exactly make the world stop on its axis, remember *Robbie the Robot* and how well he did. But give it time. Add another show, then another. Watch Nintendo become more powerful. Watch Acclaim keep pace. Watch a very clever and successful advertising campaign waged that included licensing of known personalities, their games appearing on cereal boxes — creating tie-ins between products and the American public on all fronts.

Open wide and swallow

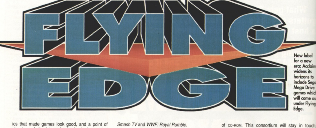
Then there were the peripherals, accessories that the game player wanted, needed. Remote controllers that freed the player from the cable that often snaked and danced the wrong way. Or pulled the NES box off and onto the floor with a thud.

So now we reach the late 1980s, with heavy Nintendo everywhere. Acclaim was doing well — see above, how could they not? — but their product still didn't have that special OOMPH! Then they acquired LJN, a toy company in New York that also had a license to produce Nintendo products.

Acclaim got more than just the right to put a few more games a year on the market (remember that each company was being allotted just so many games each year by Nintendo) — they also acquired LJN's programming team, a group of heavy hitters and damn good graphic engineers.

Headed by Paul Samulski, this team had produced some of the best 8-bit titles on the US market. Titles like *Major League Baseball*, *NFL Football*, *Pictionary* and *Nightmare on Elm Street*. Acclaim had the sense to not just swallow LJN whole — although they did sell off the toy division — they incorporated the team into their development cycle. The results being a surge of high quality product.

Now Acclaim had it all: the kind of licensing that the public was attracted to, the kind of graph-



New label for a new era: Acclaim widens its horizons to include Sega Mega Drive games which will come out under Flying Edge.

ics that made games look good, and a point of view towards the future of going for the best with a team that could accomplish this goal.

Diversity being the theme, next came a hand-held of portable LCD games: *Rambo, Wrestlemania, Airwolf* — and new ones that continue to come out each year with more of the hot titles, improved with bigger screens, more memory, cooler graphics and better sound effects **(see page 22)**. The latest offerings being *Terminator 2: Judgment Day, Bart vs the Space Mutants, Smash TV* and *WWF: Royal Rumble*.

Krusty nail art



Stacey of Acclaim was asked to show off her new nail art at the CES show. Our photographer seemed keener on the area above her nails, however, so we did this little blow up to help things along! On the left nail (her right) is Krusty the Clown and on the right is Bart Simpson — scratch yer eyes out with that...

Mirror shopping

So here we are in the present. Acclaim continues to excel, moving into areas that other licensees never considered — or could. One being that Acclaim now produces their own NES cartridges in the States. This doesn't only translate into cash savings, but time as well. 'Rolling their own' means that they can cut down the time needed to get a game out to the stores by almost 50%. An example being their *Bart Simpson vs the World* NES cart. Finished in September, manufactured in October, and out the door in time for the '91 holiday season.

Speaking of the holiday past, Acclaim makes another move — a purchasing one. Their UK division acquires Robert Maxwell's Mirrorsoft, thus increasing their access to titles in the computer and video game console field. In one fell swoop, Acclaim now becomes a major power in the computer gaming field, an area that they didn't play in before.

Acclaim has facilities to make their own Mega Drive carts

But now it's the New Year and time for the CES show in Las Vegas, where their hospitality suite in the Desert Inn continues to impress. Lots of games for NES, SuperNES (Super Famicom), and Game Boy. But also big news — in fact the reason for us talking about them: Acclaim becomes a Sega licensee and is preparing Genesis (Mega Drive) and Game Gear titles.

Flooding the market

This probably isn't going down well with Nintendo, who have dropped the price of their own 16-bit machine, and are trying desperately to get their licensees to produce a ton of games by autumn in order to compete with Sega's library.

Maybe Acclaim is being punished — their ever present CES triple-sized booth in the NES area (the size of two football fields) has been pushed to the back. As if Nintendo is putting them in a corner for being naughty boys 'n' girls for playing with that bad Sega.

Acclaim continues to explore new areas — one being CD-ROM. According to Samulski, some 26 members of NES/SEGA companies worldwide met with Acclaim in June to discuss the direction of CD-ROM. This consortium will stay in touch, insuring that the advent of the new medium moves in a constructive and healthy manner — with Acclaim being at the forefront.

But back to the hospitality suite and the new Genesis titles.

Consider the ramifications here. Nintendo's no longer creating exclusivity contracts, you can produce a game on any platform. That means the opening up of great titles — provided that the licensee is willing to produce them for Sega. And now we can get them from Acclaim — who have the facilities for making their own Genesis carts (not much work to tool up from NES to SEGA). The name that their Sega games will appear under: Flying Edge.

Okay, so what do we have here, that's what you're waiting to find out isn't it? This means access to The Simpsons, Hulk Hogan, Terminator and Spiderman. But right now specifics are what you want — the games now being polished and refined are for release in the Spring — and farther down the road, but worth waiting for, will be *Terminator 2*. Here's a selection we can take a quick look at...

Krusty's Funhouse

Everyone's favorite clown, Krusty, is in bad trouble — his Funhouse has been invaded by hordes of rats. Sixty levels of puzzles, action, platform mania, and bizarreness. Of course Bart is on hand, how could he resist?

'It's not just action,' notes Samulski. 'There's a need for strategy as well, with different ways existing to accomplish the goal of catching the rats.' Krusty has to get the rats into the rat-destroying machine manned by Sideshow Mel.

Found on each level, this amazing device 'treats' the rats to an instant moment of fame as the Fat Man of the Carnival (ie Sideshow Mel inflates them like a balloon, and then they go bust). Krusty can pick up blocks to use in this goal, building paths that lead to rat-tossing platforms — there's no simple weapons of violence here.

The entire Simpson clan can be found in supporting roles, and they help Krusty on occasion. (Don't trust that Bart, though; but you're not that stoopid, are you?)

Arch Rivals

Pleasant antics and good-natured competition feature in LJN's *Arch Rivals*. LJN had been known for its sports simulations, and Samulski thinks that sports games sometimes show up in waves. 'We love sports sims,' he says, 'and a lot of good ones come from conversions in the coin-ops.'

Choose your team captain and prepare for a tough rumble on the court. Characters are large and realistic — it's too easy to foul by knocking over one of the other players. The roar of the crowd, the bias of the referees — it's all here. With fast-paced action and smooth scrolling.

Ferrari Grand Prix Challenge

Samulski is the first to agree that there are plenty of good car racing simulations, but it's the focus on realism that counts. 'The Ferrari license gives us the edge, not from the courses (which are similar to those in other games), but in player control.

'We studied how the race car reacts to the real world of racing. A player can control his car in a similar fashion to that of being inside a real one. This means that skidding into a curve doesn't result in turning over if you know how to control that skid.

'It also means that sometimes things happen regardless of what you do — careful research creates a realistic response as you drive at high speeds.'

He's right there, you can really zoom along in this one.

Game Gear thrills

Portable freaks aren't being left out either — Acclaim will have three hot titles on Game Gear as well. *Spiderman* is an all-new thriller, similar in style and feeling to that found on the game for the Master System. The web-slinger fights off foes in the pursuit of a crime-free city.

Then there's the popular NES Simpson title gone small: *Bart vs the Space Mutants*. Here can be found Bart, as he takes on hideous mutants in a combination strategy/arcade adventure, which has him skateboarding, rocket-firing, and jumping his way throughout Springfield.

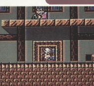
Finally, *George Foreman Knockout Boxing* uses digitised images of Foreman as an underlay in a full side view boxing match between a half dozen opponents and Foreman himself (whom you play). It's realistic in nature, too, with all the liabilities of getting into that tiny ring with someone out to knock your head off.

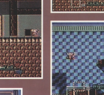
Those who've seen Foreman know that, as a celebrity, he's very food-oriented. That comedic aspect has been built into the game as well. So the question is, does that mean you win doughnuts instead of points per round?

Enjoy the games when they arrive!

Krusty's Funhouse has been invaded by hordes of rats. The problem of getting rid of them's solved by Krusty's trusty Sideshow Mel and his amazing rat-inflating machine. There are 60 levels of puzzles and action as Krusty thinks of everything to guide the rats to Mel. The Simpson clan is there, too, to help and hinder Krusty.

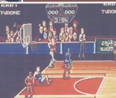






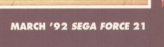






Ferrari Grand Prix Challenge focuses on realism in the area of player control, so it really feels like being in the genuine thing. This means that skidding into a curve doesn't result in turning over if you know how to control that skid and there's a realistic response as you drive at high speeds — a right zoomer, this one.

LJN's Arch Rivals gives you the chance to play basket ball with large-scale figures and the added strategy of team character choices. The cart boasts the kind of smooth, fast scrolling needed for sports sims.



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Shown here lifesize is *WWF Royal Rumble*, and you can see the colour LCD background screen. Each game comes complete with built in direction pad and action button, with a sound on/off option as well. All you have to get is two standard AA batteries which are not — surprise, surprise — included.

Down in your local game alley, these beasts would set you back a packet — well 25 quid anyway, but Acclaim's given us one of each game for a lucky dip competition to celebrate the launch of their great new Sega games label, Flying Edge.

As you've seen on the previous pages, Flying Edge has a host of fantastic gmes lined up. You'll have to wait just a bit for the first, but in the meantime get lucky and win an LCD handheld!.

All you have to do is answer the questions below, write them on a postcard or the back of a sealed envelope, together with your name and address, and post to **ACCLAIM COMPO, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Get them in before 20 March. You can write down which of the four games you would prefer in case all four winners choose different ones — otherwise it's strictly pot luck!

1. To **acclaim** is to... **a)** say something's yours; **b)** shout applause; **c)** get used to a new temperature?
2. WWF stands for... **a)** Wanton Womens' Financing; **b)** Willy Warmers Fellowship; **c)** World Wrestling Federation?
3. I Wanna Hold your Hand is a... **a)** Adrian Pitt's best come-on line; **b)** a famous old song; **c)** slang?



Are the Rings Of Power worthy of an epic quest or are they just a load of old Ratners? CLAIRE MORLEY puts on a cloak, packs some rations and takes a sneaky peek.

RINGS OF P

MEGA DRIVE md

Reviewed!

You become Buc, a top student at the Academy of Sorcery. You form a team of adventurers — a knight, conjurer, enchanter, necromancer and archer — and together you journey to every corner of your world, Ushka Bau, in search of information leading to the legendary rings that make up the Rod Of Creation.

As the story goes, Nexus used it to transform the once-desolate planet into a paradise. Jealous of the love people felt for Nexus, the demon Void stole the Rod and created an age of Chaos.

Nexus confronted Void and the two fought a titanic battle for the Rod Of Creation. Their might split it in two, and each divided their half into rings and hid them to keep the other from reassembling the Rod and gaining supreme power once more.

Your party learns spells, gains experience and advances in rank as you travel from city to city, making friends and enemies, fighting battle after bloody battle. If you're successful and return the Rod to Nexus, the rewards will be greater than any mortal can imagine.

A vast game with a considerable quantity of absorbing tasks

Travel by dragon

Your party's represented by Buc and you travel the world on foot or by Dino or Landbeast — for a price.

Boats can travel through narrow waterways and across large bodies of deep water. Ships can't access narrow waterways but are quick and equipped with cannon. Passage for these trips is paid in gold.

Dragons are the fastest mode of transport and can only be summoned using a Dragon Stone purchased from the General Stores in Mesa or occasional wandering merchants. To your disadvantage, they're voracious eaters, consuming vast amounts of food and water rations.

Zoom in on a screen and you're in proportion to your surroundings and can examine or pick up keys and notes. Zoom out and you're larger than your environment, travelling faster but consuming rations as a result.

The map of Ushka Bau — useful if you can get it. The Academy is sited in the brown square.

Big memory

There's a lot to remember when first playing *Rings Of Power* but a help option (an annotated Sega control pad) makes life a little simpler.

A main menu features options to check on your status. Consult it to find what you're carrying, what spells are available, who's in your party, search the area, and view the area by map — if you have one. 'System' allows you to save the game, change your method of combat, soundtrack (plenty of excellent sounds to choose from) and quit the game.

Interaction with characters Buc encounters is particularly well done. The loquacious fella has nine topics of conversation at his disposal.

Some dialogue provides useful information, some a complete waste of time, and others provoke attack. Of course, it's always best to avoid combat whenever possible, but there are times when there's choice.

It's possible to flee a damaging battle and choose the party's attitude toward it. These moods are varied — Berzerk, Advance, Hold and Wary — and have interesting consequences.

Hobbitesque sums it up in one word. I love Tolkien's *Fellowship of the Ring* and can see parallels between the various sorcerous characters and situations. *Rings Of Power*'s a vast game with a considerable quantity of absorbing tasks. Graphically impressive, my only real gripe is the precision needed to enter a building or engage in conversation.

A very clever game that needs some homework before you can enjoy yourself and have a good adventure, but it's worth it! ***CLAIRE***



On the start screen, your gold is shown as $. Time of day is important — it's more dangerous at night. There's also a compass indication, as well as the control pad Help mode (above). It can be turned off once the controls are mastered.

You can always get pissed at the Lobotomy Club Inn (above). The barman's a good guy to chat with (left) as well. Full of good cheer, helpful gossip and flatulence. Travelling by night (below) — is a risky business what with bears and dragons on the prowl.

The game's all about learning, and where better to get some stuff crammed into your brain but the Academy. Here, your teacher, Thalmus (below left), gives you a magic lesson. If that's not enough, you can always try the priests in the temple (below right).

Prepare to burn the midnight oil when you play *Rings Of Power* — it's HUGE! The programming's slick and a lot of time's been taken to create the right atmosphere. On first sight, *ROP* looks like *Populous*, but I preferred this because I knew what I was doing from the outset. The instruction manual takes a bit of wading through but after a few plays the gist becomes clear. Both graphics and sound are great and interaction with characters is fun. *Rings Of Power* has definite lastability and is well worth the money. **ADE**

- PRODUCER: ELECTRONIC ARTS
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £49.99

SF rating

91% PRESENTATION
- Beautiful scrolling intro, save facility

82% VISUALS
- Great 3D and effective zoom in/out

79% SONICS
- Okay FX, various atmospheric tunes

72% PLAYABILITY
- Control method's a bit tough

91% LASTABILITY
- Big game, plenty of challenge

85% FORCE
- An entertaining and absorbing graphic adventure



EARNEST EVANS

Advance Play!

A great Mega-CD whopper from the Wolfteam gets PAUL MELLERICK leaping, bounding and flagellating everything in sight — and wishing he was the fastest macho-man in the East — but that's Ernie...

Aiming to become the premier CD developer, Wolfteam's second title, much like the Indiana Jones movies, is a prequel to their first, *El Viento*. Dear Earnest Evans is the boyfriend of Annabelle, star of *Viento* — what's next, *Old Grandma Evans*?!

And there are further similarities to Indy: Earnest's main weapon is a whip (at one point he even dons a hat!), but thankfully every enemy you encounter can be destroyed by it, though some require a few lashings to persuade them of the error of their ways.

Earnest Evans is a basic arcade adventure set in five countries — Mexico, Peru, Europe, United States and Mongolia — but featuring six levels, the USA revisited for the final.

As Earnest you search levels to find the device which allows doorways to be opened so you can face the end-of-level boss. In addition to the device, each level contains various items, useful ones such as whip power-up and hindrances like the potion bottle, which sends you straight to zzzzz...

A power bar determines when he'll die. This is divided into a maximum of four blocks and when depleted he dies, but five continues are included. Along the way you encounter many creatures.

On the first level there are giant worms, which burrow up from the earth, and mutant hedgehogs (no, not Sonic!). At the end of this level, an eerie cartoon sequence shows Earnest being watched.

Elegant Earnest

As with previous Wolfteam work, great attention is paid to the starring character's movement, adding much atmosphere. If you've seen the animation of Annabelle in *El Viento*, you can't have failed to be impressed. Earnest Evans moves even better.

An interesting development is the way he's controlled. At various points while searching the scenery, you need to bend down or crawl to get through a gap and the sprite either bends his knees or lies on the floor, as separate actions.

Whatever the movement, there are loads of frames of animation — and cinematic scenes. The overall effect is stunning.

Earnest can always jump and crawl (and always has to!) but each level introduces new moves. On the first level, for example, you need to climb ropes, swing from hooks in the rocks and roll along the floor. Again, these actions are incredibly well animated.

The best, the only!

At first, Earnest's very difficult to control because of the many movements available; it's not that it's awkward, rather that this control method hasn't been used before. After ten minutes practice it becomes second nature and you settle in to enjoy the game.

> **Amazing to look at, great to listen to and good to play**

Each level's progressively difficult and though the first offers no challenge, it's a good introduction to later levels.

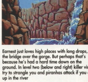
Your opponents are imaginatively designed and nicely drawn, but they're nothing special in themselves, and there are no special graphical moments with them — perhaps on the next one, Wolfteam!

You can't fault the sound, as it's real music and sounds played directly from CD. It fits the game well and (at last!) the music steers away from the cutesy Japanese tunes we know and loathe.

Earnest Evans is amazing to look at, great to listen to and good to play. All arcade adventurers will find this a polished product, and though offering nothing new, it's the only arcade adventure on the M-CD so be grateful!

No, seriously, this is well worth buying for your fledgling M-CD collection.

PAUL



Earnest just loves high places with long drops, like the bridge over the gorge. But perhaps that's because he's had a hard time down on the ground. In level two (below and right) killer vines try to strangle you and piranhas attack if you end up in the river



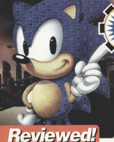
Level one's easy, but makes a good intro. Just get the hidden key, then the boss. But watch out for the trap that's sprung as soon as you've killed it!

Earnest travels the world (above) like Indy, in an animated airplane. There are loadsa wonderful animation scenes like this one (left) and crossing the bridge over a gorge (below left), but main game animation's also excellent — dealing with level one Boss (below).

In level three take care you don't get caught in a booby trap, it's packed with 'em. Not only that, there are fireball-spitting pools and spiked walls popping up from all over the place. The end-of-level creature (above) isn't too hard to defeat if you stand on its lower tentacle, as in the picture, and keep hitting its eye. Don't be tempted to think the game too easy, though, or you'll soon see the screen below!

To get the boss, leap on its back and keep hitting it, but watch out for its flying head afterwards.

With level four things are tougher and weirder. There's even scaling of the enemies to add to the fun! And Earnest Evans is fun!





Aah! What could possibly be cuter than a tiny Sonic The Hedgehog? He's simply adorable on the small screen, impatiently tapping his foot, running and jumping here and there to collect rings, but never losing his cool. Basically a scaled down version of the MS version, the GG appears slightly sharper and quicker in scrolling. Instantly addictive and with the same number of stages, GG *Sonic* is quite a challenge. Excellent graphic quality and a jaunty soundtrack ensure this game will become a classic. A must for GG owners who haven't had a chance to sample Sonicmania first hand. **CLAIRE**



Reviewed!

SONIC THE HEDGEHOG

The bigger the better, some say, but Sonic's just got smaller! Can our blue buddy get to grips with a compact screen? ADRIAN PITT finds out...

At long last, handheld buffs everywhere can get their mitts on the game that's on every Sega owner's lips. And let's be honest, it's been a long time coming! But was it worth the wait?

Well, for those with a Game Gear, the answer has to be YES. A bit unfair, though, having to sit in the shadows for months, while Master System and particularly Mega Drive owners squawked on about how awesome the graphics are and how addictive the gameplay is.

But squashing *Sonic* onto the small screen hasn't affected either of these elements. In fact, the game looks and plays almost exactly like the Master System version!

Identical twins?

There *are* a few minor graphical changes, but nothing drastic. The backgrounds are virtually identical to those of the MS game, although the platforms, ledges etc differ slightly in some areas.

Handy little warning signs have been placed here and there to inform of impending danger, such as hazardous spikes or moving platforms, and little arrows point the way down hills and mark out the best route through caverns and underground tunnels.

The graphics are great, colourful, nicely shaded and beautifully animated. The scrolling's top notch (if a touch too fast) and sound remains bright and jolly throughout.

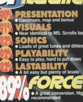
Game Gear *Sonic* has six levels of action, from Green Hill to Sky Base Zone. Each still has three Acts, the route to each displayed on the map screen. Extra lives and continues are there (if you can find them) and when sufficient rings have been collected there's the pinball bonus stage to play.

Play till you drop!

The Master System game was a fairly easy and the same can be said of the Game Gear version. But *Sonic* is just *so* playable, even if you complete it I'd bet my bottom dollar it won't have chance to gather dust.

There's little more I can say about this spikey specimen, except if you're looking for a game that screams playability and addictivity and the only machine you possess is a Game Gear, rush out and buy *Sonic The Hedgehog* — the small screen version is nothing to be ashamed of. It's like my mummy once told me, size isn't important! **ADE**





- PRODUCER: SEGA
- MD: OUT
- MS: OUT
- MEMORY: 128K
- PLAYERS: 1
- PRICE: £24.99

SF rating

90% PRESENTATION
- Continues, map and bonus

91% VISUALS
- Near identical to MS. Scrolls fast

92% SONICS
- Loads of great tunes and ditties

92% PLAYABILITY
- Easy to play, hard to put down

82% LASTABILITY
- A bit easy but plenty of levels

89% FORCE
- A great conversion. Highly recommended

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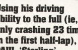
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FI GP FI CI

Advance Play!

Using his driving ability to the full (ie, only crashing 23 times in the first half-lap), PAUL 'Sterling' MELLERICK revs up to compare FI Grand Prix and FI Circus.





Next race? Failed (nice dejected pose, though)







Use that accelerator and catch the green car

Being a great fan of Mega Drive racing games —*Super Monaco GP* and *Road Rash* are both brilliant — I'm always eager to try out games which use a new perspective or great scrolling to add to the atmosphere.

So when I found both these games view the action from directly overhead, a small section of track visible at any one time, I was intrigued to see which would be the better racer.

FI Grand Prix

This game uses the name (and face) of Japanese Formula One driver Nakajima. Not content with just his name and visage, you must take his place and steer his car in a Formula One season, around 16 courses to become the world champ (something Nigel Mansell's had difficulty doing...).

You immediately notice the amazing amount of options you can change; some are superficial but others are vital for success. Most affect the way the car behaves: you can change the engine, brakes, suspension, handling, and select automatic or manual transmission.

You can practice any track, to learn all the corners to brake into and all the straights to put pedal to the metal. You can go straight into each race or sharpen your times on the five-lap test runs.

The screen display's very well set out. In the top left-hand corner of the screen is a complete map of the course, which compensates for the restricting view the play area affords, and after a few laps you begin to get used to its scale.

To replace the usual markers showing when to turn, a coloured arrow appears before each corner. The colour of the arrow — green, red, yellow or white — determines the amount of turn required; a nice touch.

GRAND PRIX & CIRCUS

The top-right corner shows race time and your best lap so far. The bottom-right corner shows a tachometer, your speed and which gear you're in.

Graphics are very clear, each car differently coloured to avoid confusion. Scrolling's superb: no flicker, it doesn't slow down when other cars are onscreen, it's eight-directional and gives a great impression of speed. Sound's reasonable, with a thumping in-game tune.

But there's a snag, and for a racing game it's very serious — the steering. Control is very slippery and you find yourself continually steering into walls, wheel-spinning and crashing. With time these problems reduce but are still a problem after several different courses and steering types. This spoils what's an otherwise great game. You'd be wise to borrow this from someone to see if you can cope before parting with your hard-earned cash.

F1 Circus

After the nice graphics and great scrolling of *F1 Grand Prix*, I was very disappointed with *Circus*.

Following good presentation and control options at least equal to those of *Grand Prix*, the first thing you notice are the plain, sub-standard graphics. The scenery's all the same colour, the cars are very small and the track looks dirty.

The screen layout also loses points in the comparison. The track you're on isn't shown, only the next 15–20 seconds ahead, which is confusing. But it does show the state of the suspension, wings, brakes and tyres, forcing you into a decision to use the pits or not.

Again, the object of the game is to win the world championship, and the drivers' names are strangely familiar — A Sena, N Manserr, A Plost etc.

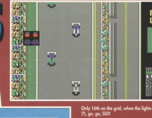
In the amount of options present, this wins over it's counterpart, having extras such as your name, which team you want to race with etc.

The gameplay's very impressive and in no time you'll control your car professionally. Default light steering can be changed and gives marked improvement, from 16th to 4th position, in my case. As a bonus, *F1 Circus* is battery backed and can hold three separate games — very useful.

In comparison, I'd have to give the nod to *F1 Circus*, as gameplay's more important than graphics: it handles better and has a few more options. While *F1 Grand Prix* looks better, *Circus* is by no means ugly.

Racing fans should check out *F1 Circus* and leave *F1 Grand Prix* on the shelf. (Another case of 'don't believe the screenshots'!)

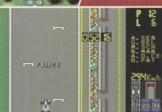
PAUL



Only 16th on the grid, when the lights show blue (?), go, go, GO!



All these are vital to your performance



GAME GEAR 99

Advance Play!

GRIF

Isn't a griffin one of those mythological beasts with a lion's body, a snake for a tail and an eagle's head and wings? Sounds like CLAIRE MORLEY.

Imagine there's a massive army hellbent on your destruction (oh dear...). Imagine you're in a tank with an unlimited supply of mega firepower (hmm...). It almost sounds like a kamikazi mission — and it is! (Oh sh...)

Griffin's a vertically scrolling shoot-'em-up. Press start and the option screen gives a choice of firepower, Main, Sub and Special Weapon, the latter by far the most effective. Energy level's shown on the battle screen with a band of blue, yellow and red; this diminishes and finally a life is lost.

The first stage is set in a forest with trees, clearings and dirt tracks. Land and mobile missile launchers, battle tanks, planes, armoured helicopters and ammo transporters are all that's thrown at you here. And believe me, that's plenty!

Gimme a B!

Pick up extra power, symbolised by an E, extra lives, P, and extra bombs, B, to help along the way. You'll need them for the end of the level: in the first there's a great green tank with oodles of

ALES

Advance Play!

GAME GEAR 99

ALESTE

©1991 COMPI





FFIN



weapons and you can't proceed to the desert stage until it's a heap of hot, smoking metal.

More of the same in the desert, but your tank must negotiate rocks and dunes as well as a host of anti-tank machines. At the end of this level there's a huge tank with two mobile satellites; kill these first.

A tricky game with no room for mistakes, if you like blast-'em-to-bits games, this one's for you. Nice gunfire sounds and very well done graphics add to this well programmed game. **CLAIRE**

STE

Putting ADRIAN PITT at the controls of an intergalactic mean machine is asking for trouble. From a scrapyard just left of Alpha Centauri, he brings us this special report!

Okay, so it's yet another shoot-'em-up. Yes, we've seen the likes of it a million times before. But don't let that put you off. *Aleste* isn't spectacular to look at, I admit, but it's a tough challenge and darn addictive!

The opening sequence shows a lone pilot chatting to mission control, eyes fixed firmly on the control panel. We also get a glimpse of his spaceship powering up and zooming off down the launch pad. Then it's time for **you** to take control!

Heavy metal

Aleste's a vertically scrolling affair, your ship having basic up, down, left and right movements. Round One takes place on a space station, swarming with metallic aliens, satellites and enemy space ships.

Above average shoot-'em-up and ho pushover

At ground level, metal pods shoot fireballs, which are lethal and difficult to dodge. The aliens which swarm about you either fire willy-nilly or quite conveniently spurt out a dozen balls of fire just when you're within spitting distance!

The action's fast and furious and things don't slow down when there are several nasties on-screen. The graphics are small but colourful, although the backgrounds are nothing special.

The continuous in-game tune is quite annoying. There *are* other small little ditties, but sound is otherwise left at the usual blast and zap noises.

Aleste has two main incentives to play. The first is collecting the various pieces of ammunition that appear from time to time in the guise of enemy craft. These include lasers, waves and heat-seeking missiles.

When you've found your fave weapon, you can stick with it for as long as possible, but pass over another weapon icon and your old ammo gets replaced. Fortunately, losing a life doesn't mean losing your chosen ammunition.

SLAM IN THAT AMMO!
What those icons mean
L: Laser Fire
H: Homing Device
W: Wave Fire
D: Rotating Defence Fire
N: Napalm
M: Mag Spread Fire
P: Improve Weapon Strength

Here comes the boss...

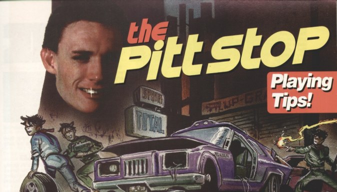
Incentive Two is that 'let's try and get a little bit further' element — ambitious as it's fairly tough.

Having blasted through the doors of the space station, a quick journey through space, dodging yet another horde of mutants, brings you bumper-to-bumper with the end-of-round boss, a big bleeder who fires criss-cross lasers. A tough cookie to crack, but there's a great sense of occasion when he's ousted! Subsequent levels are similar in set-up, backgrounds and beasties changing and difficulty level rising.

With its eight demanding rounds and tougher, though similar 'special' mode, *Aleste* is a game you'll be playing for some time. It's nothing outstanding and doesn't ooze originality but it's definitely an above average shoot-'em-up and no pushover. (Let's see you complete this one, Paul!) **ADE**

the PITT STOP

Playing Tips!



Need yer big end greased or your carburettor screwed? ADRIAN (would you buy a second-hand tip from this geezer) PITT's probably got the answer... buy new!

Strewth! Box me ears if spring's not in the air, Kylie's in the charts and Auntie Margaret's in Torremolinos. Thanks for all the recent tips, although, Rodney Littlegood from Hemel Hempstead, your pointers on how best to get a sheep through a cat-flap are sadly unprintable. Wrong magazine, I'm afraid!

Let's give a big round of applause for this month's star guest, her first time in the PITTSTOP chair, a warm welcome if you will, for Miss Felicity Kendal! (Well, if that TV programme can have Patrick Moore, *I* can have Felicity Kendal!) Other celebs this ish include: *Pit Fighter*, *Golden Axe II*, *Lucky Dime* and *Sonic The Hedgehog* (again). Take it away, Felicity!

Oh no, hang on a mo, there's...

£150-worth of software to be won!

Nearly forgot (again —ED), I've got three amazingly bombastically valuable cartridge vouchers, each worth a staggeringly stupendous 50 quid for the three best set of tips, hints or maps (no maps on condoms, thank you, Roger Mendip of Stafford).

So get those pens a whirring!

This month's three voucher winners are **Andrew Wilson** of Dungannon, Co Tyrone for GG *Sonic* and MS *Bubble Bobble*; **Paul Lim** from Stirchley, Brum-Brum for MS *Populous*; and last but definitely not least... **Daniel Mein** of Leeds, who gives us MS *Alex Kidd in Miracle World*.

Well done dead-heads.

And if you want to be in with a chance, send your words of wisdom to **PITT STOP, SEGA FORCE**, Europress Impact, Ludlow, Shropshire SY8 1JW. And please note, I can't answer tips enquiries personally, 'cos I'm just too busy (and mean, cruel, uncaring and a bit of a ponce at times).

THE PITT STOP WORKSHOP

LUCKY DIME

If you're not having much luck with *Lucky Dime*, cast your peepers on this lot, you'll never be the same again! Hints and tips on how best to get through each country and ways to get those dimes,

USA

Either jump on mushrooms or hit them with the mallet to destroy them, then collect diamonds or pick up a Frisbee token. A handy token to get hold of is Donald's face — it gives an extra life. Pick up star tokens for extra chances.

Take care when hitting spiders with the mallet or Frisbee, or when jumping on them, because they dangle from a thread and tend to swing violently. Wasps will sting, watch out for their precarious nests. Gophers can lift leaves, but not Donald because he's too heavy! Spring off them to get up to the higher levels.

In the river section, pass by as soon as the beaver's thrown earth and use low branches to gain extra ground. The end-of-level bear hurls pies, but attack him with the mallet. Watch out for his little wasp friend!

MEXICO

The best weapon in this section is the Frisbee. With longer range, Donald can wipe out the piranhas, anacondas and birds from a safe distance. However, weapons aren't any use underwater, so diving skill is Donald's only chance.

Not all piranhas swim in straight lines! Press [2] rapidly to swim up, but watch out for the spears hanging from the roof. Use the turtles as ferries to cross sections of the river, but be careful as they'll submerge with little warning.

At the end of the level, fall into the water and you'll surface in a large cavern (if you fall back in you lose a life!). Scale the walls and you'll come face to face with a ferocious lion. There's a gap in the floor that will prove hazardous. If you fall in, a life's lost. Destroy the lion and rescue your nephew.

SOUTH AMERICA

This stage begins with a short section across walls. Granny-type amigos brandishing rolling pins will attack. Be careful when using the Frisbee — it won't stop rolling pins!

Birds will drop what look like water melons and rocks.

Jumping pots may reveal lives or diamonds.

The best weapon by far is the mallet, so keep this if you can.

Enter a building and face more grannies. Watch out for the moving blocks, they're tricky to negotiate. Plungers fall from the ceiling, wait and see where they drop before proceeding.

Exit the building. At the end of the level,there's a strange disappearing icon that throws huge rocks. These bounce and roll across the screen. Avoid them and bash everything with the mallet.

Okay, so you've rescued Huey, Duey and Louie, but what about the lucky dimes?

THE TROPICAL ISLES

Erupting volcanoes and jets of fire spurting out the ground are some of the dangers facing Donald. Tribesmen brandishing weapons run around, but a swift swipe with the mallet soon puts a stop to them!

Go through the first door and enter the volcano. Inside Donald will find territorial bats, more tribesmen and strange statues that spit fire. Even more tricky are the dis-

ALEX KIDD IN MIRACLE WORLD

If you're having trouble winning all the Janken matches, let **Daniel Mein** from **Swarcliffe, Leeds** help.

1st match: stone then scissors
2nd match: scissors then paper
3rd match: stone then scissors
4th match: paper then paper
5th match: stone then stone
6th match: stone then scissors
7th match: paper then paper

Daniel has also sent in this tip for extra lives and help on the Bonus Level.

On Level One, hit the second question mark (in the yellow square) to release the ghost. This brings you to the next question mark, which is under water. Hitting this gains an extra life.

When the octopus appears, kill it (try using invincibility) and sit on the bowl. Press down ten times to reach the Bonus Level. Here you can collect extra money and an extra life.

SHINING IN THE DARKNESS

Matthew Robins from **Plymouth** is having trouble getting out of the first labyrinth in this roleplaying Mega Blaster. Fret no more, Matthew.

In Issue One of SEGA FORCE (page 53), there are a series of *Shining* maps. Check out map one and in the bottom right-hand quarter you'll see a brown arrow, pointing up. This signifies a flight of stairs. Trundle all the way to this point on the map and you'll go up to the next level! Hope that puts you out of your misetthew. Anyone else with any tips for *Shining In The Darkness* drop me a line at the usual address.

■ FANTASIA (MD)
To max out your lives in the water stage, first fight your way to the second stage, to the point where the platforms go up.
Jump up the platforms to the top and you'll get a 1-Up. Fight through the level until you get to the magic book. Take it and keep moving right until you see a treasure chest. Go into the chest and you'll come out just past the platforms. Go to the left and jump back up the platforms. Do this trick as many times as you like!

■ FINAL FIGHT (MD)
For Abigail, when he turns red and rushes you, stand still and hit PUNCH repeatedly and you should knock him down.
To get the option screen, press the left button on the edge of the controller and start at the title screen.



appearing floor blocks. You'll need to practice this section a lot before standing any chance of getting across!

Through the next door is an interesting sequence of levels which feature stone faces which spit fire and roll out huge tongues. Watch out for the last face, it has a twin!

The next stage is the most difficult, with a whole row of disappearing blocks. The third block doesn't disappear, so use this to stand on and judge subsequent moves. The next door leads to more platforms.

You'll eventually come across a large, fire-spitting bird. A mallet could help here, but avoid its spit and learn its flight patterns.

EGYPT

In the desert, Donald's under almost immediate attack from a red scorpion. Sand dunes sink under his weight and there's a nasty looking beetle at the bottom of the dune. Bats fly and swoop. Remember, Donald can duck (!) and it's essential you use this move here.

Enter the pyramid and move quickly as it's booby-trapped with arrows — duck to avoid them. Falling ceilings will be triggered off by Donald's movements so keep running!

Enter the first door and destroy all the satchels before the ceiling descends. Here Donald can pick up bonus lives and change weapons.

The next door reveals moving blocks, sand dunes and scorpions. Keep jumping on the sand to stop Donald sinking. There's a life credit that isn't too difficult to reach, so grab it!

Through the next door you'll see mummy casks. The third one opens and a mummy scarpers. Go through the next door, leap straight onto a series of platforms, or it's possible to miss the sequence of platforms and arrows. Keep running! The snake's movements are difficult to predict, take your time and judge where the scorpions will appear.

The end-of-level baddy's a huge green snake. Jump on its head and be quick on your feet!

ANTARCTICA

Yetis throw snowballs and slide about. They're a real nuisance in this sub-zero stage.

The wind changes its strength and direction; it can blow Donald into the path of swordfish leaping from gaps in the ice (even when he's lying down). The Frisbee is the best weapon here — you can kill swordfish from a distance.

Go through the crack in the ice and more of the same confronts Donald. There's a long section of ice blocks broken up by airholes for the swordfish. Take care not to waste any time as the fish chases you and Donald finds he has no path left. Don't stop for anything!

Go up and Donald will be back outside, where he'll meet the end-of-level baddy, a big black bird who slides an ice block. Get rid of the block then concentrate on bumping off the bird.

■ **THUNDER FORCE III (MD)**
To select various options, press and hold [A], [B] and [C] at the title screen, then Start. For full weapons, pause the game and enter this sequence: press up on the D-button ten times, [B] once, down twice then press [B] until your weapon-meter's full. Press [A] to get the Claw weapon. At the end sequence, press [C] and your character will wave his hands and wink!

■ **JAMES POND (MD)**
Still struggling with this ace game from Electronic Arts? Activate this cheat and all exits will open...
On the title screen, press [C], left and Start. During the game, press [A], [B] and [C] simultaneously while rotating the joypad!
Glen Robertson, Aberdeen

■ **POPULOUS (MS)**
Here are seven level codes for this ace Master Blaster from TecMagik.
Level 5007: ALPINPIL
Level 5012: SHADIKEOUT
Level 5021: FUTINBAR
Level 5026: JOSIKELUG
Level 5031: KILLKOPORD
Level 5034: MORGBHILL
Level 5037: RINGYING.
Paul Lim, Stirchley, Birmingham

CALIFORNIA GAMES

Here we go again! **Paul Mellerick** supplies you with everything you need to know about *California Games*. Take it away, Paul!

It may be cool, rad, bodacious or [insert latest trendy word for something that's rather good] but *California Games* is devoid of cheat modes. The only way to conquer this multi-event game is to practice, but here are the best ways to accrue points. My best scores are in brackets — see if you can beat them!



Event 1: HALF-PIPE (13,900)

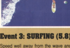
Build up a succession of aerial and kick turns, but watch your timing and speed. These build up your score better than hand-plants and changing tracks.



Event 2: FOOT BAG (60,010)

Variety (up to 99,000-point bonus) and keeping the bag in the air is the key. Use Jesters, Axles, Half-axles, Axle Foleys and five-in-a-rows. Once you've practiced these, try for Dizzy Deans and Headbangers (yeah!).

Two Jesters will make the clock appear and allow you to get an extra 26 seconds. Stop everthing and get the clock straight away.



Event 3: SURFING (5.8)

Speed well away from the wave and get some balls, then come down as far as possible and go up the wave **straight** and turn in the air and come down **straight**.

Event 4: SKATING (6240)

Practice is the only way to get good scores. Learn to jump and spin to get maxi-points and pump your legs (oo-er!) left and right to gain speed. Learn the route and avoid as many obstacles as you can.

Event 5: BMX (49,100)

Backflips earn the most points and are easy to do off hills so don't bother with anything else. Learn the map and when and where to jump.

GOLVELLIUS

Having trouble with *Golvellius* on the MS? Here are some codes for crystals.

Four Crystals:
4AU6 KFCF B8FR TPP5
WZKM 2DLE J2GF FJMX
Five Crystals:
VBSS EHMA 3EKX HMPH
EBM8 3QSW 52AR 6HMW
Six Crystals:
S4SQ FVZX N8KX CS6H
QFM7 3OYM FSYE S7QW
Seven Crystals:
J7VZ HEQV AWPJ 42S8
36AL PQLH MRLY
Takwing Chu, Glasgow

BUBBLE BOBBLE

Andrew Wilson from **Dungannon, County Tyrone** is just bubbling over with level codes for this classic game, now available on the Master System.

Round 5: IES65UDV
Round 8: IE46B93Q
Round 12: IEV617WR
Round 16: IEDGBVSQ
Round 19: IE5XFDHF
Round 22: IEIXEXPE
Round 31: IEPXM2IM
Round 34: IEVET3VO
Round 37: IERHLUOY
Round 41: IEUMKRV4
Round 44: IE3TI7QS
Round 48: IEWABURN
Round 51: IE6UGDGH
Round 68: IERPB7VX
Round 71: IEXKFYDO
Round 77: IEOLPUN3
Round 83: IEJOM465
Round 84: IEIOB756
Round 91: IEFO6DEL
Round 97: IE2ELNXU
Round 100: IE7CB72V

PHANTASY STAR II

While travelling through the countryside, pause the game with Start and hold down [B]. You'll move around in slow motion! While exploring the dungeons, continually move the menu screen up and down as rapidly as possible. Move around as usual and you'll avoid the dungeon enemies while executing this cheat!

Even though Nei's killed by Neifirst, it's possible to bring her back to life while the three remaining characters are fighting. Before going to Climatrol, have Shir steal some Moon Dew. Give it to one of the characters, except Nei. After Nei's killed and during the fight with Neifirst, use Moon Dew to bring Nei back to life. When more characters fight together you suffer less damage.

■ AIR DIVER (MD)
To get the the special stage and gain invincibility, when the map screen appears, leave the plane over the ocean and hold down Start. While holding Start, press [A], [B], [C], [B], [A], [A], [B], [C], [B], [A]. Release Start and use one of the following:
To start at the mothership, hold [B].
To go to the last boss, hold [C].
To fight the ace pilot, hold [A].
For invincibility, hold Start.
Continue to hold down the button(s) until you leave the hangar.

■ JAMES 'BUSTER' DOUGLAS KNOCK-OUT BOXING (MD)
To continue the fight, have a rematch against any boxer, press up, [B] and Start together. This allows one rematch against each boxer. To enter the Sound Test, press Start on controller two at the Game Select screen.

■ MICHAEL JACKSON'S MOONWALKER (MD)
Stage Select: hold up, left and [A] on controller two. Push Start on controller one and select a one-player game. After pushing Start, you'll see the words 'Round 1'. Simply hit left or right to select the levels and push Start.

PIT FIGHTER

A bit lacking in the beef and brawn department? Can't quite master this Mega Blaster? Fret no more! Here are some hints and tips on how to tackle the plethora of bad guys (and gals!).

Of the three fighters, Ty is probably the best all-round player.

As a rule, always stamp on someone when they're down on the floor and only use your special move when you've plenty of energy. The ideal way to defeat the ruffians is to press each button, shown in brackets, to execute the best moves.

Match 1: THE EXECUTIONER

Use flying kicks ([C] then [B]), pick up ([A] & [B]) and throws ([A]).

Match 2: SOUTHSIDE JIM

Punches ([A]), throw barrels and knifes ([A] & [A]), and flying kicks ([C] then [B]).

Match 3: ANGEL

Punches ([A]), throwing ([A] & [A]) and power pills out the barrel ([A]).

Match 4: CC RIDER

Use the sticks ([A] & [A]) and the barrels, flying kicks ([C] then [B]) and throws ([A], [B] then [A]).

Match 5: CHAINMAN EDDIE

Flying kicks, power pills. A good strategy is to run to one side then run at him.

TER



Match 6: HEAVY METAL
Flying kicks, pick up and throw items.

Match 7: ANGEL
As above. She's tougher and has more power.



Match 8: MAD MILES
Use the sticks and flying kicks.

Match 9: SOUTHSIDE JIM
As before, but tougher and has more power.

Match 10: CHAINMAN EDDIE (two)
You need to get both power pills inside the barrels. Don't get trapped by both Eddies. Use flying kicks and items dotted around.

Match 11: MASKED WARRIOR
Use all the items, two power pills and flying kicks.

■ **BUDOKAN (MD)**
To defeat Tetsuo Okabe (match five) and Miyuki Hirose (match eight), select the Bo as your weapon. When the match begins, press [A], [B] or [C] and hold left to block all your opponent's attacks. Wait until you have maximum Ki, then strike your opponent. One hit and you'll win the match!

■ **FAERY TALE ADVENTURE (MD)**
Leave the swan on the outskirts of the Plain Of Grief before attempting the Citadel Of Doom. Visit the Sorceress when you're low on luck — she'll give you five points (which equal one life) until you're maxed. Stock up on inventory items by repeating this: when you find something you need, grab it, then save and restore your game. Low on keys? Save the game before you use one, open a door and restore the game. You'll keep the key and the door stays open! You can ignore the 'Julian is starving' message when you have over 100 vitality points. To play the end game, try the following password: 7R2KUL6RSZXS K6NHGSD-CB720663RI2H O785P

GHOULS 'N' GHOSTS

To **change the game colours**, select invincibility and choose Level Five. Pass the three Minstral Winds and the cyclops on the wall, climb the ladders and stand on the highest block. Walk to the edge facing the pit and turn around. Now walk to the other end of the block. The game should automatically reset (if it doesn't, reset the back and forth walking). Repeat the invincibility code, choose Level Five again. Press Start on the title screen and notice how strange the colours have become!

To get **secret bonus points**, grab the key at the end of each stage for a 5000-point bonus. Have the key on your left side, stand close to it and jump to the left. It takes a bit of practice to get the timing right. If you get the key as you begin your jump, you should see the message 'Nice Catch!' and receive 5000 points!

To play the game in **slow motion**, enter this code during the title screen: up, [A], down, [A], left, [A], right, [A]. If you do it correctly you should hear a tone. Press Start until Arthur appears. Now pause the game and press [B].

To enter the **level select**, wait on the title screen for the words 'Ghouls and Ghosts' to float down from the top. Now press up, down, left and right. You should hear a short, harp-like sound. At this point there are several codes to enter. They take you to the following places:
Execution Place: press Start
Floating Island on the Lake: [A] and Start
Village Of Decay: up and Start
Town Of Fire: up, [A] and Start
Baron Rankle's Tower: down and Start
Horrible-Faced Mountain: down, [A] and Start
Crystal Forest: left and Start
Ice Slopes: left, [A] and Start
Beginning of Castle: Right and Start
Middle of Castle: right, [A] and Start
Loki (final boss): down, right and Start
You can add the [A] button to the end of any of these codes to start in the middle, rather than the beginning of the level.

Japanese Mode: Select option from the opening screen. Choose 26 for Music and 56 for Sound. Hold left and diagonal on the D-button while pressing all three buttons and Start.

MIGHT AND MAGIC

Gary Smock from Middlesex has yet to see the end sequence, though he reckons he's worked all through the game. If you can help Gary, drop me a line, but as far as *I* can remember, once you have four talismens and the orb, you can change history by travelling to the 8th century. If you succeed, return to Luxus palace in the 9th century to receive your final quest. If you can save Cron from rack and ruin, you'll win the game.

WONDERBOY IN MONSTERLAND

A thousand thanks to **Jordan Toogood** of **Ashford, Kent** for these wondrous tips. Take it away, Jordan... When you see the red mice, carry on until you reach the two platforms moving up and down with the white jellyfish in the middle. Jumping up and down destroys the jellyfish, but DON'T go into the water. Jump on land, go through the door and destroy the blue octopus. Now go right, into the water.

When you come out, a door and another octopus will appear. Kill it and get a load of coins and a heart. You can repeat this when you find the blue knight, but this time defeat the knight and go right, onto the platform, to play the flute.

Go into the castle, come out and the door's there again. The same thing happens.

GAIARES

Secret Invisibility: Pause the game, press and hold down buttons [A] and [C], then press left. The screen should freeze for a second. Unpause and you're invincible. This must be done at the beginning of each level.
Stage Select: Go to the configuration mode by holding down [A], [B] and [C] and pressing Start. Set the Sound Test to 18. Hold down [A] on the second controller and exit the configuration mode. Press Start on the first controller to go to Stage Select.
Weapon Power-Up: Enter Stage Select mode then begin the game. Pause and hold up, while pressing [A] twice. Resume the game and shoot TOZ to power up your weapon.
Weapon Select: Enter the Stage Select mode then begin the game. Pause the game and hold up while pressing [A] to select your weapon.



Tips for that spikey dude are coming in thick and fast. Here are yet *more* to tickle your tastebuds. Thanks to **Andrew Wilson** of **Dungannon** for this epic set of hints for the small screen version. He promises to send in tips for the later levels soon. Keep on playing, Andrew!

Green Hill Zone

Act 1: You can sprint right through this level for a big bonus. Just run like hell and make sure you go off the ramp. You'll fly through the air for miles. Now run on. You can clear the level in 23 seconds.

If you choose to take it slow, collect 100 rings for an extra life. You can get 100 rings without using the ramp. If you *do* fall off, make sure you're invincible, because you nearly always land on the spikes. There are no chaos emeralds on this level.

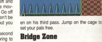
Act 2: Go right and fall down, left and collect the shield. Go right and fall down. Jump over to the left and get ten rings. Go left, fall down and continue right. Don't jump to kill the crabs, instead roll and kill them. Jump up the spring, get the arrow monitor. Jump over the next spring, kill the crab.

Continue left and fall down. Go right to find a chaos emerald. Go left, fall down and go right. You'll reach the same spring you jumped up earlier. Jump up it, then to the next spring. Collect the rings in the air and go left. Don't go down the first gap. Avoid the spring and collect ten rings.

Go back and up the spring. Go left and collect the rings, then right. Catch the moving platform, then go right and down. Go off the ramp and right to the exit. You won't be able to get 100 rings on this level but you can go to the Bonus Stage.

Act 3: Go right and fall down the second gap to get an extra life. Use the spring to get back up.

Robotnik is a doddle! Just follow him around the screen, hitting him by jumping up from below. You should have him beaten on his third pass. Jump on the cage to set your pals free.



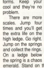
SONIC THE HEDGEHOG

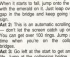
Yet more *Sonic* tips! These are from **Toby Durnall** from **Telford**. Thanks for the praise, Toby — all this grovelling is just too much! Here are a few bits and bobs we missed in Issue One.

On the first level (Green Hill), look out for any walls that look slightly different. Run towards these as fast as possible and roll at the last moment to smash through the wall. This may only form a short cut, but certain walls allow you to get extra TVs. Look out for the same sort of thing on Starlight Zone.

On the first act of Starlight Zone, run right as fast as possible and roll just before you hit the wall. You'll smash through and get 30 gold rings and an 'invincible' set of stars. Keep you eyes peeled during the third act.

On Springyard Zone, some of the walls can be jumped through to get rings, lives etc.





Bridge Zone

Act 1: Roll attack to kill the spikey creature. You should be able to get 100 rings on this level. Go right. When you reach the scales, jump four times then go right. Get the arrow monitor. Continue right. Jump onto the moving platform. Keep going right — you'll reach two moving platforms. Keep your cool and they're no problem.

There are more scales. Jump four times and you'll get the extra life on the high ledge. Go right. Jump on the springs and collect the rings. On a ledge below the spring is a chaos emerald. Stand on the collapsing bridge. When it starts to fall, jump onto the ledge with the emerald on it. Just leap over the gap in the bridge and keep going to the sign.



Act 2: This is an automatic scrolling level — don't let the screen catch up on you! You can get over 100 rings. Jump all the time when you're on the collapsing bridges.

Act 3: Go left at the start to get an extra life. Jump at the collapsing bridge. When Robotnik appears on the left or right, jump on him (when he stops moving up). Keep bouncing up and down on him. When he goes back down, go to the middle and repeat the process when he next appears.



The Jungle

Act 1: Go up and right. Fall off the end of the second vine to get some rings. Jump across the gap to the right and get the shield. Go back to the second vine. Continue right. You should reach the waterfall.

Go right, to the last platform, then go



SONIC THE HEDGE

back and collect the extra life. Go right and collect some rings. Go down the vine and jump on the arrow monitor. Keep right, you'll come to two logs. Jump on these. Avoid the spring when you reach ground again. Continue right, you'll come to a log. Stand on this, you can control it. Move right. Collect the rings. You'll come to a waterfall.

Fall off the end of the platform you're standing on, then jump left. Fall onto a log. Go left to find another chaos emerald. Now go back. Keep going right. Jump on the spring and collect ten rings.

Next are a few tricky jumps. If successful, jump on the arrow monitor. Continue right to the sign.

Act 2: This level is quite easy — just keep going up. The logs fall just after you step on them, so be quick!

When you reach the moving log, jump on it, then up on the long platform. Go left to collect a shield. Keep going up, then right. You'll see an extra life. Go to the platform above and drop down on it.

Continue up and left. There's an arrow monitor there. Go up. When you find a moving log, jump on it. On the left (when you jump off) there's a box with rings in it. Concealed it is a spring, so be careful. Just keep going up.

Act 3: Go right. Drop into the water and get an extra life. Just go up the vines until you see Robotnik. Stay in the middle of the screen until he drops down. Now jump on him. Go back to the middle and avoid the black ball. Repeat this procedure and he's dead as a squashed hedgehog!!

EHOG

POWERBALL (MD)
In the first player league, pause the game. Press [B], [B], [C], [B], [B], [C]. You'll hear a bell. Push down and you can select four teams normally not revealed.
To enter the Sound Test, go into the League Continue Mode and select China as your team. Enter the password KWGEN and hit Start.

SPACE HARRIER II (MD)
Hold down [A] on the title screen and you'll discover the Options Select mode. Press the D-button left or right during STUNA area screen to select any level.

TECHNO COP (MD)
If you're running low on lives, just perform the following trick when you're in any building scene: pause the game and hit [C] ten times, [A] five times, [B] twice and [A] ten times. The game will say 'Techno Cop' and when you resume play you'll get all your lives back!

THUNDER FORCE II (MD)
Options Select: press and hold [A], [B], [C] at the title screen then Start. This allows you to select levels, difficulty and other options.

GOLDEN AXE II

If this beat-'em-ups giving you a bit of hassle, listen to **Paul Mellerick**, he of SEGA FORCE fame, who's played *GA II* to death. Here are his wise words on how best to play the game.

The ideal character is the Dwarf, as he's quick, has the best weapon and reasonable magic.

You can select the amount of magic you use by holding down the button for different lengths of time. This is best used by selecting one or two pieces of magic just before you're about to pick up more. Remember, at the end of each level you pick up even more magic so use what you have.

End-of-level Tips

Level 1: Village
Firstly dispatch the two soldiers and wait for the mace-wielding Minotaur to approach you. Perform a jumping slash with your axe.

Level 2: Ruins
Use magic (if you have any) to kill the skeletons. For the Headless Knight, use the same tactics as the Minotaur.

Level 3: Pathway to Dragon's Throat Cave
On the way, two Minotaurs appear. Walk to the bottom of the screen and run into the middle. One walks either side of you. Jump and slash them both, turning in the air. At the end of the level you come face to face with four Lizards. Use all your magic and jump and slash to kill them.

Level 4: Dragon's Throat Cave
Kill the two Lizards first because the Minotaurs don't move, then use the same tactics as before.

Level 5: Castle Gates
Use all your magic on the two Headless Knights and alternate your attack method between them.

Level 6: Inside the Castle
Attack the three Lizards with magic, then finish them off and go for the Headless Knight as before.

Level 7: Dark Guld
Dark Guld is extremely tough and fires lightning balls at you, which contain skeletons or spells. Attack him once then attack the skeletons. Now go back to him — but watch out for the Golden Axe!

Beat your opponents

Soldiers: Basic jumping and slashing your weapon will easily overthrow these.
Soldiers with Freddy Krueger gloves(!): Don't attack these head-on, use the same attack method as on the other soldiers.
Lizards: These are tough. Don't attack them head-on, draw them in then jump and slash.
Skeletons: Again, jumping and slashing. Don't turn you back, either! If there are two or more onscreen, running and heat-butting one while attacking the other(s) works well.
Minotaur: Don't approach them, let them come to you then jump and slash.
Wizards: Very wimpy unless you stand directly in front of them as they spellcast. Just use you weapon, or magic, as you'll immediately get it back.
Dark Guld: Attack, then pull back and attack again. Repeat this several times.

Well dear friends, I think that's enough for this month. Can't spoil you too much! While you lot trot off and cheat a bit, there's time for me to race back to Wolverhampton and varnish the rabbit hutch! Thanks to Felicity Kendal for making this issue's tips so absolutely gorgeous! If you have a favourite celeb you'd like to see park their bum on the PITTSTOP chair, drop me a line. Send all your hints, tips, maps etc to: PITTSTOP, SEGA FORCE, Case Mills, Ludlow, Shropshire SY8 IJW. There are THREE £50 Sega Vouchers on offer next time for the créme de la crème of tips. So get cheatin'.


SEGA FORCE
THRILLS 'N' SPILLS IN A DAY IN THE LIFE OF...



IT'S UTTERLY POSSIBLE!

Win! Win!

With...

SEGA FORCE

and...

U.S. GOLD



Evil Professor Atombender has hacked his way into the US nuclear defence computers and programmed them to launch an attack that could destroy the world. Special Agent 4125 — voted 1992's most daring operative by the members of the Periodical Espionage National Institute Society — is the man with the mission stamped IMPOSSIBLE.

Supplied with the latest equipment for storing and solving the vital codes (a handy pocket computer, probably a 48-bit Game Gear), the fate of the world rests with you, Special Agent 4125.

Get organised with a trendy Psion Organiser

Those generous game-freaks at US Gold have sorted us out with some fabulous prizes this month. They couldn't get their hands on a 48-bit Game Gear, but we do have TWO Psion Personal Organisers up for grabs. To win your own PSION computer, follow these instructions carefully—

CODENAME: Psion Competition

Your mission is as follows: First, play *Impossible Mission* Second, answer all the questions below. Third, print your answers (and name and address) on a postcard or the back of a sealed down envelope and then eat it to destroy the evidence... no, on second thoughts, before eating post it to **IMPOSSIBLE MISSION COMPETITION, Sega Force, Europress Impact, Ludlow, Shropshire SY8 1JW**. Entries to arrive before 19 March.

1 What is the Christian name of the evil professor Atombender?
a) Melvin; **b)** Alvin; **c)** Elvin

2 What's the name of James Bond's special gadget inventor?
a) M; **b)** Q; **c)** P

3 Which famous scientist though the atom could be split?
a) Louis Pasteur; **b)** Issac Newton; **c)** Einstein

4 Which famous scientist split the atom?
a) Oppenheimer; **b)** Wopperheimer; **c)** Doppelgänger

5 Which famous idiot spilt the atom?
a) Adrian Pitt; **b)** Paul Mellerick; **c)** Claire Morley

HEAVYWEIGHT CHAMP

GAME GEAR GG

He floats like a bee and stings like a butterfly. Or something. PAUL MELLERICK gets beaten up by his Gear.

Hoping to tap the commercial potential of pugilism (aka boxing), it's inevitable a boxing sim's brought onto the market every few months, on some format or other. Now one's finally arrived for all you GG owners… but will it be a knockout?

Heavyweight Champ takes the usual boxing game format: viewed from the side of the ring, your boxer on the left-hand side of the canvas and your opponent on the right.

There are few moves available, only uppercuts, jabs and bodyblows allowed. But you can punch with either hand, button [1] for the left, [2] for the right. This means you can put combinations together to floor your opponent

In addition, each fighter's capable of a super punch. This is achieved by holding down both buttons until a gauge fills up then releasing them, à la *R-Type*. This mega-punch will send your opponent flying across the ring.

Okay to look at, extremely irritating to play

If it's all too much or to little for you, play at slow or fast speed, which varies the speed of punches and affects the round timer.

Your boxer's rated in three areas, P for Power, R for Reach and F for… ?? (answers on a postcard to the usual address). You start with one block of energy for each and win extra blocks for a successful bout, allocating them as you see fit — bearing in mind the maximum rating is five.

When the fight starts you have a full power bar. Each time you're hit it decreases, and should it fall too low, the screen switches to an inset picture of you face down on the canvas with the referee counting you out. Manic button-presses may bring you round, if you're lucky.

Flawed!

While okay to look at, *Heavyweight Champ* is absolutely diabolical to play. Your fighter's about as hard as a soft-boiled egg, and your opponent moves just as fast so you can't run to the other side of the ring to get a breather. Your punches are so wimpy it takes ages to win your first fight and your special punch is incredibly difficult to use. After a hell of a lot of persistence, I managed to beat a couple of fighters, but then the levels just get impossible, the fighter so powerful you're down on the canvas within three hits.

I can't recommend this game to anyone, even ardent boxing fans. *Heavyweight Champ* is extremely irritating and highly unplayable. Please avoid like the plague.

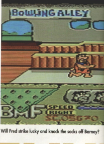
PAUL

Down and out on the canvas, just how Mr Tyson likes his opponents.

Advance Play!







Will Fred strike lucky and knock the socks off Barney?

THE FLINT

Reviewed!

We're not saying ADRIAN PITT's got a scruffy haircut and poor fashion sense but he's a dead ringer for Fred Flintstone, thus it's he we bundled off to Bedrock.

With cartoon graphics and jolly rendition of the programme's theme tune, *The Flintstones* has the makings of a good game. Unfortunately, it also has limited levels and far from addictive gameplay, so this cart sure doesn't possess the 'Wow Factor'.

There's a nice opening sequence, Fred sliding down the tail of a dinosaur, shouting 'Yabba dabba doo!' It's a sampled cry, although not a particularly good one and cut off in its prime.

A spot of decorating

Level One can be raced through fairly quickly. 'Sexy' Wilma's given Fred strict instructions to paint the living room while she's away. He grabs hold of the paintbrush — a weird-looking green reptile — visits the paint pot from time to time and slams the emulsion on the wall. There's a ladder to help him reach those awkward high spots.

But his beloved daughter Pebbles has a fetish for scrawling graffiti here, there and everywhere and should be lovingly placed back in her playpen every time she escapes. Her handy work must be painted up pronto — after Fred's recaptured the paint brush, that is!

This level's both boring and simplistic. Once you've worked out Pebble's movements and the art of grabbing the brush and using the ladder, you've got it made! There's a time limit, indicated by four egg timers, but it ain't particularly tight.

Level Two: It's just *so* easy! Bosom buddies Fred and Barney are seen trundling to the Bedrock Bowling Alley in Fred's car, but the road's littered with boulders. If the car hits one, a wheel falls off and Fred must find a replacement, do a refit and go on his way before the bowling alley closes.

Here the action's flip-screen. It's possible to wend your way down the road, avoid all the boulders and arrive at the alley with plenty of time in hand. This level presents no challenge whatsoever and is far too short…

Looks great, but better suited to the younger market

It won't bowl you over

Whereas the next round can be tediously long-winded, if you're not an expert bowler. The computer controls Barney and it's no surprise to find he's incredibly good at knocking down those skittles!

The idea's to beat the pants off Mr Rubble before advancing to the next level. Fred has four rounds in which to do this, each consisting of about ten matches.

Before the run up, decide the angle of spin and speed at which the ball travels, then watch those skittles fly (or remain standing, whatever the case may be)!

Bowling takes a lot of practice; if you're not spot on with your rolls, Barney will beat you in a trice. By the time I'd reached the fourth round, rigor mortis had set in good and proper! But then my bowling skills leave a lot to be desired…

Not one for teenagers!

The final level sees Freddy in hot pursuit of his daughter. She's escaped from her playpen and is perched high on a girder above the new building site! Flip-screen action once again as Fred bounces along girders and scales ladders to save his offspring.

Flying nuts and bolts hinder Fred's progress and gusts of wind attempt to blow him off the ropes. Can he reach his darling before the sands of time run dry? The graphics and animation are superb here.

But then the same's true throughout *The Flintstones*: it looks great. The sprites are excellent and ooze character — they actually look like the *Flintstones* characters! But pretty graphics can't hide the poor, simplistic gameplay.

I feel Fred and his friends would be better suited to the younger end of the market. Ardent gamesplayers would finish this in a few days, no sweat. Action-packed it ain't.

ADE



Flintstones, meet the Flintstones, they're the modern Stone Age family…

WIL-MAAAA!! Will poor Fred ever get any peace? Fans of the TV programme (that includes me) will know all about the antics of Fred and his best friend, Barney. If you play the game you'll NEVER know! Gameplay's distinctly childish and very easy — with only four levels you won't be playing for long. I got to the final level after about four hours of play and it won't be long before I've finished that! Although each level's completely different, the overall game isn't that enjoyable, but if you're stuck for a present for your five-year-old brother or sister, it's worth a buy. ***PAUL***

Time for a quick wheel change. Anyone seen the jack?

- PRODUCER: GRANDSLAM
- GG: N/A
- MD: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £29.99

SF RATING

72% PRESENTATION
- No real options, great intro screens

79% VISUALS
- Close to the cartoon, nice animation

55% SONICS
- Annoying theme tune, few spot FX

53% PLAYABILITY
- Poor, some levels easier than others

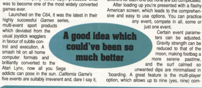
52% LASTABILITY
- Only four levels; no real challenge

61% FORCE
- Not a bad game. For younger players only



Reviewed!

Surf, sea, sand and s... Sega. PAUL MELLERICK puts on a fake tan (again), a pair of Ray-Bans and boogies to the beat of California.



CALIFORNIA GA

Way back in 1987, the dim and distant past of computer entertainment, a company called Epyx produced what was to become one of the most widely converted games ever.

Launched on the C64, it was the latest in their highly successful *Games* series, multi-event sport products which deviated from the usual joystick wagglers in favour of subtle control and execution. A smash hit on all home computer formats and brilliantly converted to the Atari Lynx, now all you Sega addicts can pose in the sun. *California Game*'s five events are suitably irreverent and, dare I say it, rad: surfing, rollerskating, BMX riding, half-pipe skateboarding and foot bag. The control system's different for each one but none are too complicated.

A good idea which could've been so much better

After loading up you're presented with a flashy American screen, which leads to the comprehensive and easy to use options. You can practice any event, compete in all, some or just one event.

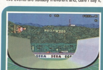
Certain event parameters can be adjusted. Gravity strength can be reduced to that of the moon, making footbag a more serene pastime, and the surf calmed so unwanted dips are minimalised in 'boarding. A great feature is the multi-player option, which allows up to nine (yes, nine) competitors. Obviously, this isn't simultaneous (even the Mega Drive's not *that* good) but should be enough if you want to play with a group of friends (the seating arrangements could prove quite a headache, though!).

I chose to dive into the action and compete in all the events. What a mistake! Practice is everything in this game.

Some events are easier than others; my personal fave's BMX riding, easy to control and sometimes spectacular. The bummer is the half-pipe, very tricky to control and unresponsive, but to each his own — some may like the trickier ones and vice versa.

No self-control!

Graphics-wise, I've no complaints: very pretty backdrops and reasonable animation on the sprites



HELP! Get me down from here!



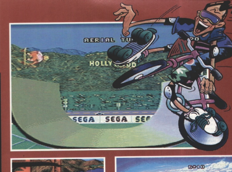
'Scuse me a mo while I kick this little bag around... Hup, two, three, four!



WHOA! Patrick Swayze and Keanu Reeves have nothing on me. Anyone seen my tie-dye T-shirt?



'Fantastic! I'll be flown over to Bev Hills to do some research!' I thought. This plan was foiled (what a shocker) and I ended up doing this comment 'cos Paul fancied himself as a surfer dude. It seems I had a lucky escape — there must be more to beach bumming than this! I wasn't the only staff writer who found the surfing a complete mystery, but perhaps that's because I don't cut my own hair and wear tie-dyed clothes. Footbag can hardly be called visually exciting and the same can be said for half-pipe skateboarding. BMX and rollerskating are entertaining but the basic gameplay is remarkably similar. All in all, a good idea which could've been so much better in execution. **CLAIRE**



AMES





make it a very attractive game. Sound's also good, pleasant California-esque tunes happily playing in the background.

One disappointment is the lack of event league tables. If you play against a group of people, you can only tell who won which event and afterwards there are no overall rankings.

Anybody who's bought their Mega Drive by selling a computer may well be missing this type of game, but while *California Games* has high quality graphics and sound, some controls are awkward and practice only overcomes a few difficulties.

With only five events I can't honestly say you'll be playing this in three or four months time. Very professionally programmed and executed only to be let down by some dodgy gameplay.

PAUL

- PRODUCER: SEGA
- GG: TBA
- MS: TBA
- MEMORY: 512K
- PLAYERS: 1 TO 9
- PRICE: £39.99

SF rating

85% PRESENTATION
- Graphics, sound and control all neat

78% VISUALS
- Pretty American landscapes

76% SONICS
- Tuneful ditties play in the background

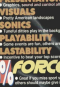
75% PLAYABILITY
- Some events are fun, others are a pain

72% LASTABILITY
- Incentive to beat your top scores

75% FORCE
- Great if you miss sport sims, others should maybe give it a miss



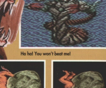
Oops! Who the **** left this sand lying next to the beach?!



What was that about Newton's law of gravity?



Mutated and powered-up, PAUL MELLERICK seems little different from 'normal' but still the perfect contender for this monstrous beat-'em-up.



Ha ha! You won't beat me!

Going up!

Going down!

Advance Play!

MEGA DRIVE md

BEAST WARRIORS

When this cart landed on my desk, one thought entered my mind: 'Oh God! Another bloody beat-'em-up!' It seems your typical Japanese games player is either extremely thick or likes their gratuitous video violence as much as sushi.

The scenario's explained in comic-book style and is the usual 'save the world from the evil domineering creatures' sort of thing (ho-hum). Surprise surprise, you control a beast who has various moves and abilities at his disposal. The most powerful of these is the tail-whip, but a special power comes into being after a while to spice things up a little — you can blow a stream of killer breath (haven't they heard of Actizol?)!

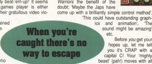
The manual details 17 beasts which you have to defeat to become champion and bring peace and harmony to your world. The action takes place in a type of boxing ring, surrounded by life-sapping force fields rather than ropes.



Help! Let me outta this crap game!

Killer tomatoes!

I decided I'd give *Beast Warriors* the benefit of the doubt; 'Maybe the Japs have come up with a brilliantly simple control method', 'This could have outstanding graphics and animation', 'The sound might be amazing' etc.



When you're caught there's no way to escape

Before *you* get your hopes up, let me tell you it's CRAP with a capital C! Your 'mighty beast' (pah!) moves with all the speed of an 85-year-old and is about as powerful as a killer tomato.

The computer opponents aren't tough to start with but because you can barely control your beast you're soon defeated. A familiar situation is being thrown about the ring, powerless to stop yourself. When you're caught there's no way to escape so you normally get catapulted into the force field.

The sprites are detailed and varied but animation's limited and backdrops are nothing special. What little sound there is is very ordinary.

There is only one comment I can make about this game: STAY AWAY — SEGA FORCE BOREDOM WARNING.

PAUL









Advance Play!

UNDEADL

Some people would say that, without her make-up, CLAIRE MORLEY looks like one of the undead. But the SEGA FORCE team don't think that... Or do we...?

Aren't undeadlines what our good publisher keeps harping on about? Perhaps not: you'll find every type of horrid, slimy undead creature imaginable in this vertically scrolling shoot-'em-up.

Along similar lines as *Mercs*, this game shows a spark of inventiveness in a game genre dominated by modern warfare. This spooky horror is cleaved into six deadly levels, each with its own brand of mega-ghosts and supernatural creatures. Choose your stage from the Forest, Cemetery, Ruins, Rock, Cave and Drain levels.

Your sprite comes equipped with a single stream of deadly daggers to hurl at the psychopathic fauna. Three spikey, swinging shields are at your disposal each level, killing everything in range, smart-bomb style.

At the end of each level there's a fiendish mega-baddy. On the Rock stage, for example, there's a graphically superb fire monster. You need some huge power-ups and super weapons to stand a chance here.

When the blue blocks at the bottom of the screen have been reduced to yellow, it's Game Over, but there are continues available, indicated by red dots.

Wild weapons and potent power-ups

Undeadline's tough, it's mean, and by ghoulies it's spine-chilling! Thank goodness there are plenty of mega-weapons and extra power to be found in wooden boxes.

Upgrade to double daggers, smart bubble, fire-ball, axe blade, boomerang and the option of a helpful little ghost friend. Grab three of the same type of weaponry and firepower's tripled (logical).

Directly following a weapons box is a power box (usually); shoot at the potion bottles to select your power. You could choose an increased fire rate, extra life, invulnerability, a defence bubble, or wipe-out all undead in sight. And there's plenty of undead to keep you occupied! It's tough shooting action, even on the easiest level. *Undeadline*'s blessed with some clear graphics and a good range of sound effects. The only real gripe is that you're sent back to the start of the level when you die, which can be a little tedious, to say the least.

Despite this, if you have a taste for the demented underworld, *Undeadline* is a cart to watch out for.

CLAIRE

It's tough, mean, and by ghoulies it's spine-chilling!

THE SF ROUGH GUIDE TO UNDEADLINE

FOREST LEVEL: Don't picnic in this forest — there aren't cute little bunnies here! Swooping down on our poor sprite are giant dragonflies, Dougal-like caterpillars, fire-spitting turnips and mushrooms that grow legs and spew poison spores! Ugh!

CEMETERY LEVEL: Try not to blast away the gravestones in the cemetery, because you don't want to wake the dead! Spooky bats and cloaked skeletons throwing giant toenail clippings are just some of the horrors you encounter.

RUIN LEVEL: Visit the spooky ruins, inhabited by spectres, fire–spitting skulls and strange insane beings. The ruins are eerie, with evidence of a bloody massacre in the dining room.

ROCK LEVEL: Volcanic lava bubbles and spits all around, unclothed crazed beings hurl stones, and giant dragonflies swarm overhead!

CAVE LEVEL: The menacing caverns are full of gruesome horrors. Green ghouls, falling stalactites and killer bats are just a few of the nasties down here.

DRAIN LEVEL: The Drain is a particularly tricky stage: die here and you're washed down the sewer. Waist high in bilge water, watch closely for the submerged reptiles — they don't give up. Laughing pink blobs of jelly and toxic waste bubbles are difficult to negotiate without extra firepower. Archers wait for their chance, when you eventually get out of the drain, so don't drop your guard.



This blazing monstrosity is waiting for you at the end of the Rock level. It's a good idea to have all your life tokens at this stage, else you'll be frazzled!

The Drain will find you waist high in bilge water. Beware of hungry underwater reptiles

Giant bats in the Cave will turn your world upside down (or maybe theirs)

Watch out for lightning bolts thrown by this nasty ghoul. A good move would be to activate one of the three defence shields shown at the bottom right of the screen

There are some very strange insects lurking in the Forest. This centipede's particularly butch — he'll flatten you given half a chance



Reviewed!

SPACE HARRIER

Space Harrier is getting to be pretty old hat, yet its original excitement still pours out of the Game Gear — this looks like a Mega Drive version…

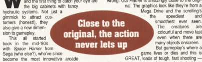
The arcade game called for super-fast, smooth scrolling — and that's exactly what this Game Gear version delivers!

Here there be dragons! Or should that be demons? Perhaps PAUL MELLERICK doesn't remember this classic coin-op as well as he thought.

Walk into any arcade these days and the first thing to catch your eye are the big cabinets with fancy hydraulic systems. Not just a gimmick to attract customers (honest!), they also give a new dimension to gameplay.

This all started back in the mid-'80s with *Space Harrier* from Sega (who else?), who've since become the most innovative arcade coin-op manufacturers. Believe it or not, you can now play *Space Harrier* on your humble Game Gear!

The most amazing thing about the arcade original was the fast scrolling and 'shoot, shoot, then shoot some more' gameplay. The idea's no more original than any other shoot-'em-up but the angle's a new one: you run and fly straight ahead on a continuously scrolling play area while creatures of all descriptions fly at you. Armed only with a light phaser gun, you must kill EVERYTHING.



Close to the original, the action never lets up

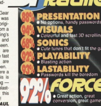
Superlative shoot-'em-up

There are 12 stages, each with a BIG end-of-level guardian to kill. Levels four and eight are bonus stages, where you're picked up and must ride the guardian, collecting items on the way. Stage 12 puts you up against *all* the end-of-level baddies you've just fought (tough, eh?!).

I held severe doubts whether the Game Gear could handle a game like *Space Harrier*. I was wrong: GG *Harrier* is amazingly close to the original. The graphics look like they're from a Mega Drive and the scrolling's the speediest and smoothest ever seen. The creatures are colourful and move fast even when there are many objects onscreen.

But gameplay's where a game lives or dies and this is GREAT, loads of tough, fast shooting — the action never lets up. Anyone who lacks blasting action for their Game Gear should buy this straight away. In fact, so should everyone else!

PAUL



- PRODUCER: SEGA
- MD: TBA
- MS: OUT NOW
- MEMORY: 128K
- PLAYERS: 1
- PRICE: £24.99

SF Rating

88% PRESENTATION
- No options, handy passwords

94% VISUALS
- Colourful and fast 3D scrolling

68% SONICS
- Cute tunes that don't fit the game

92% PLAYABILITY
- Blasting action

93% LASTABILITY
- Passwords kill the boredom

92% FORCE
- Great action, great conversion, great game



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So you don't own a Mega-CD yet?
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SEGA FORCE
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Who is Shadow Dancer? What is the secret of Shinobi? CLAIRE MORLEY slips on white stilettoes, has a boogie and trips over the answers.

Let's start with something amazing: Claire and I *AGREE* on this game. I find the *Shinobi* style of game very boring — the action's repetitive and doesn't set the adrenalin flowing. True to tradition, *Shadow Dancer*'s just as unexciting. While the graphics are passable, gameplay's a complete washout. Pixel-perfection is needed simply to jump over a small fire and control of Takashi's a problem at the best of times. Your usual jaunt of shuriken and slashing action; anyone who owns the original MS *Shinobi* should stick with what they've got. *PAUL*

SHADOW DAN

The Secret of Sh

The legendary Shinobi will soon be able to draw his pension. Starting life many moons ago in arcades all around the world, *Shinobi* captured the imagination of many gamesters as it was converted from format to format.

There are now four episodes in the continuing saga, *Shadow Dancer* being the third, and like the original, this is a coin-op conversion.

In the mid-'90s, the space race is in full flow, shuttles launched almost every day. The government are secretly developing remote control missiles and terrorists known as 'Asian Dawn' have learnt of their plans. They plot to hijack the shuttle, sabotage the experiments then use the weapons to hold the Earth hostage.

It sounds like a *Die Hard* scenario, and the comparison isn't that far off the mark — part of the action takes place in an airport.

Now that's magic!

Takashi is the one-man army ninja do-gooder who takes on the whole Asian Dawn. Aided by his trusty hound, he fights with his sabre and throwing stars to foil the Dawnies' plot. Takashi battles through four stages, set in an airport, freight train, sewer and a launch area to reach the space shuttle before the terrorists.

Sounds a bit one-sided, doesn't it? Don't you worry your little selves, 'cause our Takashi has a few tricks up his kimono sleeves. He can call on his faithful killer mutt three times during a stage, and in a desperate situation can use an ancient form of ninja magic.

Takashi can cast three types of spells — Fire Dog (fire magic), Tatsumaki (tornado) and Butsuzo (Buddha) — depending on how many lives remain. He begins each stage with one type of magic and one spell. As he's hit in battle, the type of magic changes and the number of times the spell can be cast increases. Unfortunately, Ninjitsu magic can't be used on the boss enemies!

Avid Shinobi fans will be chuffed with this offering

The original ninja

As Takashi destroys enemies, time bombs appear. Move Takashi over the bomb symbol to defuse it and receive a thousand-point bonus. Picking up a fifth bomb increases the throwing rate of throwing stars.

After the first, second and third stages, he can try for an extra life. Ninjas attack en masse and if he wipes them all out, the life's his.

The *Shinobi* concept is the original ninja shoot-'em-up and that alone will probably sell *Shadow Dancer*, although it deserves little success.

On the upside, there's great detail on the main sprite and quality animation. However, the downside is the backdrops and gameplay suffer as a result.

Particularly frustrating is the need for precision timing and control — there are no second chances — and to find yourself back at the start of the game after being hit by one lousy bullet can be soul-destroying. Not a simple game to control, all the options must be learnt and used to play *Shadow Dancer* to its max potential.

Avid *Shinobi* fans will no doubt be chuffed with this latest offering for the Master System, but frankly I'm not impressed. ***CLAIRE***



Your route through the airport's shown in green — so much for a secret mission! Looks easy-peasy, doesn't it?

Boarding at gate 16...

Beware of split-level attack from Asian Dawn terrorists. Dispose of the top-level Dawnies and defuse a bomb to collect extra points

Here's the killer hound, Bonzo (or something)

Here's the killer hound, Bonzo (or something)

FIGHTING MASTERS



Advance Play!

The fate of the galaxy hangs in the balance! CLAIRE 'beat-'em-up' MORLEY has a choccy bar and a skirmish with some brainwashed mutants.

This cleverly named beat-'em-up has no surprises up its sleeve. The game's producers, Treco, have done little to find an original angle for the predictable pick-and-mix combat gameplay. It's even more disappointing than previous games like *Slaughter Sport* and *Beast Warriors*. Perhaps the whole fighting game concept is suffering from acute overkill. Hmm...

There's always at least one power-crazed loon in this type of game, and in *Fighting Masters* it's Lord Valgasu who's brainwashed all but one of the 12 rulers of the galaxy into following his evil plans. You, the only master with his marbles, must defeat all the others and save the galaxy. May justice be with you...

Options include difficulty level, number of continues and a sound test. Choose one-player mode and compete against 11 computer warriors or fight a friend in a three-round bout.

The fighters are beamed down onto various locations, a lunar landscape, a classical setting or a prehistoric location with trees, vines and a lake. There's nothing special about the quality of the graphics and one can only assume the programmers have saved all the memory for sprite animation... wrong!

Let's hear it for Larry!

Representing good old Earth is a macho dude, Larry, and cor, what a hero! Press [B] to kick and [C] to jump. If you press up while grappling with your opponent, the wrestling duo leap 20 feet in the air then Larry slams the baddy on the ground, head first.

Larry's adversaries aren't as visually impressive as one might expect. Admittedly they're colourful, but animation is limited and jerky.

The control system's nothing to write home about, either. I persevered with the controls, hoping I'd master the fighting technique, but even after several games I still felt I was winning or losing by sheer luck — or lack of it.

The two-player mode's far more entertaining than wading through 11 computer-controlled opponents — it's much more fun to attack a friend or workmate than the boring old Mega Drive! But overall, there's nothing that makes *Fighting Masters* stand out from others of this genre.

CLAIRE

THE SHORT SF GUIDE TO ALIENS

MORIN Besides Lal, the only remotely human fighter. Morin fights with batons but don't let her looks deceive you — she can be lethal, especially if she crouches and swipes.

ELEPHRA A native of the planet Mega, this dumbo thinks nothing of smacking his opponent with his trunk.

GOLDROCK A walking gold nugget from Raitan! His reach is short and it's difficult for him to jump high. Melt him down!

TOMAHAWK Where else would you expect a hawk to originate from than Birdy! Tomahawk can pick up his enemies and fling them against walls from a great height.

ZRYGUNTE The silliest alien by far. Ludicrous name, daft home planet (Sushi) and looks remarkably like a mutant lobster.

MEDUSA No snakes in the hair for this great blue jellyfish, who can transform into a globule.

DRASON An unremarkable dragon-like abomination from Rulgus.

DIO Crappy old heavy metal band, aren't they? But this triffid lookalike is definitely no weed (ho ho).

EYESIGHT The planet Cyprus's inhabitants have remarkably long arms, apparently. Eyesight uses them to his advantage during both long- and short-range fisticuffs.

Fighting Masters 004, Zrygunte Vs Medusa 'Take that, you blithering jellyfish!'

PROVE YOU'RE THE BEST BY MAKING US THE BEST!

U.S. GOLD

Challenged!

Challenges SEGA FORCE readers to a Super Kick-Off national play-off, the winner to go into a mega fight against the best other Sega mags can throw at us — hah!

There's a host of prizes for the participants, something even better for the runners-up and at least a Mega-CD for the outright national winner.

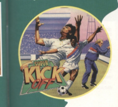
But of course it ain't that easy. For starters you'd better get practising US Gold's fab footy game *Super Kick-Off* — in whichever format you have, or prefer.

And while you're doing that, you can fill out the form below to enter the first stage. Here's how it goes...

1) You send us your best scores on the toughest games around — any game, doesn't matter, so long's it's a hard 'un (and Sega, of course). And there's no point in cheating, 'coz you''ll get found out. Because...

2) We then whisk the ten best scorers off to US Gold's grotty gaming alley — sorry, that should read 'Grotto of Gaming' — in deepest Birmingham on a date we'll let you know. There you play off against each other so that...

3) Some time in April the SEGA FORCE winner gets whisked off somewhere even fabber than Birmingham (probably) to play the winners of other magazines. Easy!



SEGA FORCE

For the CUP!

YES! I want to get in on the act and enter for the US GOLD national Super Kick-Off Challenge, 'coz I think I'm the best games player around, and I'd like to kick the bejeezus out of a few other magazine readers — even better if they're from some illiterate other Sega mag!

My five best scores are:

1 Game.. Score/Time .... Machine MD/MS/GG

2 Game.. Score/Time .... Machine MD/MS/GG

3 Game.. Score/Time .... Machine MD/MS/GG

4 Game.. Score/Time .... Machine MD/MS/GG

5 Game.. Score/Time .... Machine MD/MS/GG

The ten best scorers, chosen by the SEGA FORCE team, wil be notified by post as soon as possible. Get entries in by 15 March to US GOLD SUPER KICK-OFF, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.



…And a giant hand came out of nowhere and snatched her away…

Reviewed!

ADRIAN PITT loves it, Paul's not so keen — strange, 'coz Paul would make much the better King Kong — what with those long arms…

TOKI

Top-notch animation, superb parallax scrolling, large colourful sprites, a plethora of jolly tunes and oodles of helpful options. That's *Toki* in a peanutshell!

It's not original in the platform genre, though, apart from the main character — it's not every day a flame-spitting gorilla appears on the Mega Drive! And this one's not into monkey business — he's a man… er, an ape with a mission.

In an animated opening the handsome hero is whispering sweet nothings to his girlfriend — no bestiality intended here — the guy's still completely human and enjoying completely human thoughts, no doubt — when, in the blink of an eye, a huge spaceship appears on the horizon! A hand sweeps the terrified maiden off her feet and whisks her aboard the alien craft.

What? No PG Tips?!

If that wasn't enough, a crusty old wizard materialises and changes the grief-stricken dude into a big hairy primate and vanishes without a word of explanation!

So there's nothing for it but to take control of the gangling gorilla and journey through nine perilous stages of three acts each, searching for your babe and the vital spell to restore your former hunkiness!

If this all sounds too much, the option screen allows the difficulty level to be changed and the number of lives and continues to be increased (up to nine and seven respectively). There's an extended-play feature and sound test thrown in for good measure.

Not the most challenging game but certainly addictive

Each level's a horizontal or vertical scrolling affair. Level one's set in the darkest depths of the Shropshire countryside (well, almost!). Later stages include underground caverns with waterfalls a-plenty, a quick dip in the ocean avoiding turtles and prickly piranhas, and a manic slide through ice world — plenty of Wacko Jacko moonwalking here!

Each stage has a ten-minute time limit, so Toki be nimble, Toki be quick!

Toki's well animated, leaping and ducking like a good un' and spurting fireballs like there's no tomorrow. Backgrounds are all a bit drab and gloomy, although parallax scrolling makes up for this. And against them the big and colourful baddies stand out very well. Most are killed with one blast, depending on your state and weapons, others need a good roasting before they die.

Collecting fresh fruit keeps you fit and healthy. A reasonable range of weapons give the usual array of special features: limited invincibility, three-way fire, super flamebreath and so on.

With the maximum number of lives and continues, it's possible to get quite far on first attempt. The most noticeable thing is how samey all the levels are. Plenty of platforms, crumbling blocks, moving ledges and vines to climb.

Chimp's challenge?

Similar monsters crop up time and again, although the end-of-level bleeders are all very different. They have humorous names and personalities to match.

Watch out for Belcher! He's a big red rotter who spews the letters B-U-R-P out his gob! Bad



Frogs are out — this hero gets turned into a hairy ape, a real all-dancing, swinging guy!

The baddies are big and colourful, and most with revolting habits.

Plenty of continues, to save your kidnapped girl

While Ade thought this was nice, I found it the complete opposite (that's the kinda guy I am!). Don't get me wrong, *Toki*'s a cute, platform romp with reasonable sound and graphics, but in the playability stakes it just falls flat. There's no variety, you just wander around and collect power-ups. This type of game has been seen many times before and I reckon only newcomers to video games should give *Toki* a spin. **PAUL**

Many backdrops are gloomy looking, though this one's bright enough. Toki can swim well, but the denizens of the deep aren't friendly.

habits are catching, because Eyesore and Boomer are just as wicked!

Jolly tunes throughout and some great spot FX make up a good sound package. There are nice touches throughout, like a picture of the alien-abducted and depressed damsel which pops up from time to time to whimper, 'Save me! Save me!'. Warms the cockles of me heart!

I enjoyed *Toki* immensely. Not the most challenging game I've played, but certainly addictive and easy to get into; a game you'll come back to time and time again. **ADE**

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1-2
- PRICE: £34.99

SF Rating

82% PRESENTATION
- Loads of options, opener and demo

76% VISUALS
- Good sprites, samey backdrops

75% SONICS
- Numerous in-game tunes, great FX

81% PLAYABILITY
- Easy but a touch repetitive

73% LASTABILITY
- Plenty of stages but no new challenges

73% FORCE
- A good playable romp but not for hardened games players.



BUCK ROGERS in the 25th Century: COUNTDOWN TO DOOMSDAY

Buck Rogers gets blasted from the 25th century onto the Mega Drive by Beedee, Beedee, Beedee. PAUL 'Twiki' MELLERICK.

Poor old Buck, lost in space for nearly 500 years, he wakes up to find a heckuvalot of history has passed, and he has to catch up (imagine all them History classes). Well, so that you can join in here is the complete Earth history from the year 1995 to the present day (2456).

In 1995 the Soviets launch the Masterlink weapons platform (all this guff was written before the Iron Curtain got folded up and packed away in the loft in case it was ever needed again). The USA's understandably a bit worried, so what do they do, talk to the Soviets? No, they just blow the platform up.

Who do they get to do this? Why Mr Anthony 'Buck' Rogers of course. Unfortunately Buck's ship is badly damaged and he gets frozen in a state of suspended animation when the ship's cryogenics system goes flamboozle.

A tough RPG — a good job in converting the original

In retaliation for destroying their weapons platform the Soviets launch a nuclear ballistic missile attack. The US counter-retaliates, resulting in almost total annihilation of Earth.

The remaining countries (and bits of countries) get together to bring peace and harmony to the world. These are the Russo-American Mercantile (RAM), the Euro-Bloc faction and the Indo-Asian Consortium.

Eventually these three joined together to form the System States Alliance, while still keeping their own identities.

A planet each

Decades passed, mankind developed, nuclear fusion became possible and power was no longer a problem. These leaps in technology made space travel just like popping down to the corner shop. Planets got colonised, which saw the end of the System States Alliance because each member faction wanted a planet of its own.

RAM got Mars, the Euro-Bloc got Luna (Moon) and the Indo-Asian Consortium got Venus (this guff was written before anyone knew you could fry a dozen eggs on a Venusian pavement in two nano seconds flat).

Along with fusion, other technologies flourished including genetic engineering, which helped create a series of mutated creatures capable of living in certain environments. They soon became commonplace and were known as Gennies.

With the possibilities of living on other planets, RAM rebelled against Earth, Venus signed a non-agression pact with Mars and war broke out. It lasted ten years.

Throwing the gauntlet

Cut off from the others, Earth reverted to barbarism, with RAM dominating what was left of the old Earth.

In 2310 refugees from Earth colonised Mercury to get away from the tyranny of RAM, which ruled Earth with an iron hand, using Terrine combat gennies to enforce their policies. This caused people to strike back and the New Earth Organization was formed (NEO).

And then, in a strange twist of fate, the guy who started this mess in the first place turned up. Buck's ship reappeared in Earth pace and the frozen fella was brought back to life.

With his wits returned, Buck joins NEO to fight against RAM. His first great idea is to attack GAUNTLET, RAM's orbital weapons system — if you

remember, Buck is pretty good at destroying weapons systems — which controls all traffic to and from Earth.

The surprise attack works and GAUNTLET is destroyed. Simund Holzerhien, head of RAM, decides to withdraw from Earth. But Buck's victory seems easy... too easy.

And it is! Now a different kind of threat hangs over the NEO. RAM has developed the Doomsday device which harnesses the sun's power to create a massive energy bolt capable of destroying the Earth.

As Buck you start your search in Chicagorg with your band of followers, travelling from Earth to the other colonies, searching for the Doomsday weapon in order to destroy it.

Buck off

Not being a great fan of RPGS I was intrigued by the title. As you can judge from the above, the scenario's highly detailed and this adds atmosphere to the proceedings. And Buck's a familiar character, which also makes the game more fun.

To get Buck off, the first thing to do is to create your team of six (including yourself) and this section is really in-depth. Each character has several attributes which you should decide between, including career, race, strength, dexterity, use of special weapons and sex (yes please).

Between the different races — human, tinker and desert runner —some have specialised skills that restrict their use. For instance a medic is invaluable if you intend playing a violent action game (hard not to...), but medics can only be drawn from the human and tinker races. Similarly warriors may only come from humans and desert runners, the same for rocket jocks. Rogues, useful for their cunning and wit, are, typically, only human!

But to get going quickly, these choices can be avoided by opting for EA's prepared team.

Meat terrine

The adventure starts as you're waiting to be debriefed in Chicagorg spaceport. It's really a computer-controlled opener of Earth being attack by RAM. Terrines invade the Spaceport and everybody, except Buck, flees.

You now control, a character on screen (it's actually all six of your group, but you move as one). You must search around and find the exit to enable you to leave the spaceport. But Terrines are all over the place and attack without warning.

As in most RPGS the combat system's dependent on how many characters you have who is operative. Also depending on what characteristics you set early, some have leadership qualities and some take control in battle. During battles the scene zooms in so you can see individuals fighting.

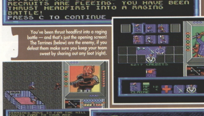
Eventually — if you make it to a ship — the scene changes and you encounter other spaceships which attack. Each character can do various things when fighting enemy ships and you must decide who does what.

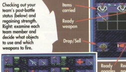
Choosing right

In combat the program generates a random INITIATIVE figure for each character, modified by dexterity bonuses or penalties and other random factors such as surprise. This determines how quickly a character reacts in each round.



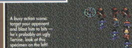
You've been thrust headfirst into a raging battle — and that's just the opening screen! The Terrines (below) are the enemy, if you defeat them make sure you keep your team sweet by sharing out any loot (right).





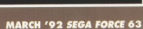
Checking out your team's post-battle status (below) and regaining strength. Right: examine each team member and decide what objects to use and which weapons to fire.







A busy action scene: target your opponent and blast him to bits — he's probably an ugly Terrine, look at this specimen on the left!





Terrines attack without warning, even on their own (above). Left: another team member. Mastering who's who, what's what and how to do it takes time. EA provide a 136-page manual, but fortunately you don't have to read the lot — it's in English, French, German and Spanish

You can view specific strengths of each character (above) and the chosen attributes are shown like medals (below) on their breasts — ouch!

Combat ability is defined by a character's THACØ damage (To Hit Armour Class Ø) and his AC (armour class). These factors are given as percentages and AC values from which any outcome can be calculated.

The graphics are viewed in a 3D perspective TV screen and show a limited amount of information, so searching is vital. A little graphic screen in the top right-hand corner shows the action happening, and various other menus can be called up to change the weapons you're holding, etc.

As usual with RPGS, for the initiated it's all straightforward enough, bewildering for the novice. But with the Japanese love for roleplaying games, Sega should provide a wealth of up and coming fun.

Electronic Arts have done a good job of converting the original, and powerful, SSI *Countdown to Doomsday*, though its gameplay holds nothing new. Judging by the look of some Mega-CD games on their way, the graphics here are competent rather than startling, and some of the figure drawing fails to match levels with what the Mega Drive can achieve.

Certainly the graphics are unlikely to excite a hardened arcade player, but the real difference is in the game detail — you really feel that you can choose how good your people are and experienced roleplayers should find it enthralling and compulsive. If you're looking for an introduction to RPGS make sure you have a friend along who knows them — otherwise read Pittstop! **PAUL**

What a great scenario. It doesn't get much more serious than this — power-crazed nutters in control of a doomsday device threatening the very existence of Earth. Having enjoyed several RPGS I was interested in the vast amount of literature thought necessary to tell the game's history.

In selecting your six strong crew there's loads of skill and personality combinations to select for each member. I had the whole Sega Force crew in my team and Paul seemed best represented by a non-humanoid medic! However, despite the lengthy but promising preparation I found the actual game rather ordinary, as in the first stage I was under constant attack from Terrines. They're not difficult to beat, but tactics are slow and boring.

Some pretty graphics and detailed character selection indicated a superb RPG with great imagination and depth, but instead I found there was nothing radical about it that might attract the less RPG-hardy. Strictly for dedicated fans of Buck Rogers and RPGS.

CLAIRE

- PRODUCER: ELECTRONIC ARTS
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £49.99

SF Rating

94% PRESENTATION
- Really in-depth characterisation

80% VISUALS
- Clear, informative rather than great

50% SONICS
- Slightly dismal...

75% PLAYABILITY
- Long term for hardened RPGers

86% LASTABILITY
- Very tough, will be difficult to finish

82% FORCE
- May well daunt novices but delight old RPG hands.



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SUPER KIC

Superb on the MS, can the Game Gear deliver similar hotshots? CLAIRE MORLEY has a dribble (as usual).

As mentioned in SF2, US Gold were hoping to release Game Gear *Super Kick Off* for Christmastime, but delays mean you'll be playing it with chocolatey Easter egg hands rather than a(nother) turkey sarnie.

Looking and playing much the same as the excellent MS version, it runs a wee bit faster. Like its big brother, there are plenty of options: alter the type of pitch, wind speed, match time (anything from 2–20 minutes), skill level and referee.

Equally important are the footy manager-type options: the all-important team selection from a full squad and choosing the defence/attack formation.

The element unique of the *Kick Off* series is the free-running ball — it isn't magically stuck to the player's foot, as in oodles of other soccer games. Instead you have to push it along as you run; until you're used to it, it's easy to lose control when changing direction.

Pressing button [1] for a sliding tackle, although effective, runs the risk of injuring your opponent and getting a red or yellow card from the ref, who'll award a free kick to the opposition.

Corners can be kicked in the direction of your choice using the magically-appearing direction box and button [1]. The tiny little sprites are quick on their feet and respond well to GG controls.

The tiny sprites are quick on their feet and respond well

Goalkeepers are computer-controlled and this often means few goals per match. They're just too good to be true, making it very difficult to score!

I found the most effective goal strategy was to take the ball wide and cross it into the goal, or chip the ball over the goalkeeper by pressing [2]. It's tricky tactical play, and it's a good idea to spend some time on the practice field before tackling a match.

Aside from the level of difficulty, *Super Kick Off*'s great, the gameplay's fast and scrolling's remarkably smooth. An excellent sports sim with masses of possibilities.

CLAIRE

Advance Play!

GAME GEAR gg

Nobody's brave enough to call CLAIRE MORLEY a battle axe, though she wields her joypad well in this classic Sega experience.

AX BATTLE

A long time ago, there was a sacred golden axe. Legend said the owner of the axe had the power to conquer the world. Armies fought to get it and the world fell into chaos.

King Firewood, anxious to stop the futile wars, locked the axe away in his castle for safety, and the world was at peace. But not for long!

One day the castle was attacked by an evil gang and the sacred axe was swiped. The King asked Ax Battler to recapture the axe and restore world peace.

Naturally, you play Ax Battler in this mixture of roleplaying and action, a dash of platform adventure added for good measure. The screen shows Ax and his surroundings from a bird's eye view. Enter caves, doors etc and the viewpoint changes to that of a horizontally scrolling game.

Ax can search, collect items and communicate with various friendly beings around the game. Speak to the guards at the gate of the castle, for example, and they'll give some clues. Between



fighting scenes, Ax must use the old grey matter to make sense of the tips and clues he's found.

The first stage's set in a spooky cave, where Ax encounters bats, skeletons and spitting poisonous plants. You can keep a check on Ax's diminishing life by consulting the energy bar at the bottom of the screen.

Finish this stage and continue through ten stages of strange locations before finally encountering the Castle of Southwood.

An intriguing mix of styles, *Axe Battler*'s a game that will appeal to a wide range of tastes.

CLAIRE



Reviewed!

OUTRUN

A new car, a new girl and a new haircut? All too much for ADRIAN 'Galloping Gearsticks' PITT, a lad whose only chat-up line's 'Mirror, Signal, Manoeuvre'!

At long last, the classic arcade game's been converted to the Mega Drive. And what an excellent game it is! A near perfect coin-op conversion.

Things move at a *such* a pace, the graphics are ultra-slick, the scrolling's incredibly smooth, and though a trifle easy, *OutRun*'s instantly playable and oozes addictivity.

Difficulty can be changed on the options screen. You can play anything from super-easy to professional, but this doesn't affect the amount of traffic on the road. Harder levels have tighter time limits and fewer seconds are awarded when passing a checkpoint.

The options screen also offers the choice of five rip-roarin' in-game tunes (rather good they are, too) and ability to change the buttons controlling the accelerator, brakes and gearbox.

And you're off!

The playing screen shows a 3D view of the track from behind your well 'ard Ferrari Testarossa. With your slinky girlfriend in toe and a last look in the mirror to check your Ray-Bans, the starter waves his flag and the race is on!

There's no time to admire the view, this ain't a day trip around the Lake District, you know! Time and tide wait for no man! Scenery flashes by as the screen scrolls at amazing speed. If things get a little too fast, change to a lower gear and repair those tattered nerves!

The top of the screen's jam-packed with various icons and meters, which include your speedo, time remaining, lap time, score and current stage.

Each course has five checkpoints, reach each of these before the sands of time run dry and you advance to the next. This becomes relatively easy, with a little practice.

However, these ain't Roman roads — there are more twists and turns than the Robert Maxwell story! Traction can be regained on tight bends by downshifting and corners can be taken at speed by keeping close to the inside of curves.

> **A trifle easy, instantly playable and addictivite**

Sometimes the road forks to the left or right, a feature of the arcade game which leaves you free to choose your own route to the finish line. There are five different 'goals' or endings, depending on which roads you choose.

Racing along at underpant-staining speed has a couple of disadvantages. Firstly, you're bound to clash with irritating motorists, in this case, two old gits in a Morris Minor!

The traffic en route tends to be slow and gets in the way somewhat. A few skilful manoeuvres and you'll be zooming past without doing too much trouble. Just watch their wing mirrors!

Problem two: keeping on the road! If you stray either side of the track, there's a chance you'll have an argument with a tree, or plough through a cosy little cottage.

Watch you and your girlfriend (oh, and the car!) do a 360-degree roll and end up sprawled across the tarmac! But, as is usually the case in video games, you somehow manage to survive a head-on collision without a scratch or hair out of place!

OutRun lives!

OutRun certainly offers enough variety to keep you coming back for more. The forks in the road mean you can try a different journey each time you play.

It's easy to get into — fret not, learner drivers! — but it could've been made that little bit harder, methinks.

The graphics are top-notch throughout. Presentation's fine, with a nice map screen showing the whereabouts of such roads as Coconut Beach Boulevard and Wilderness Drive! Music, effects and speech are excellent.

What more can one say, apart from there's life in the old dog yet! If you've ever dreamt about owning a fast a car and a girlfriend with legs up to her armpits, buy *OutRun* — you won't be disappointed!

ADE



OutRun! Wow! An old faithful indeed! After several successful years and conversions later, all us Mega Drivers finally get the chance to drive the famous Ferrari Testarossa. All the features are here, with even more tunes to listen to. But let's be honest, the main reason the arcade machine was so popular was the hydraulic chair; it started a revolution. While *OutRun*'s fun to play, it becomes tedious and the limited number of courses mean you probably won't be playing this in a few months time. However, graphics and sound are close arcade copies and very well done. **PAUL**

There's a bend coming up! Just time to gape at that Sega sign…

Rev up that engine and fire up your girlfriend. Time to go…

Sharpen your wits before the game begins. Prepare to choose a plethora of options.

The map screen at the end shows the route you took.

One of the five game endings and a kiss from your gal!

Ooooh! What a lovely pink car!

- PRODUCER: SEGA
- GG: N/A
- MS: OUT NOW
- MEMORY: 756K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

82% PRESENTATION
- Good options, nice map screen

90% VISUALS
- Colourful, fast, excellent scrolling

84% SONICS
- Good in-game tunes, nice FX

79% PLAYABILITY
- Simple to get into, controls well

72% LASTABILITY
- Addictive, although a little easy

83% FORCE
- Great conversion of a classic game



You want action, excitement, violence? Go for the classics, says MARSHAL ROSENTHAL, games that start the trends and force other games to follow suit. That's DOUBLE DRAGON for sure.

DOUBLE DRAGON

Yes (despite the sequels and treacles having made it first), it's finally coming to Sega with a vengeance via Accolade's Ballistic line of Arcade Blockbusters. And with graphics that look just like the arcade versions we played for hours on end.

The story's simple: Good v Evil. Brother v Brother. What happens is part of the tapestry of karate/street fighting games.

Here's the scoop — Billy and Jimmy Lee are twin fighting machines, having learned to fight on the cold, tough streets of the City. Street-smarts combined with expert and deadly martial art skills. Then Billy's girlfriend, Marion, is kidnapped by the Black Warriors. These guys are bad dudes, led by the mysterious Shadow Boss. Billy must pursue the gang through the city — fighting in all the bad-arsed places, using his fists, feet, head.

The Warriors know martial arts too, plus they've weapons as well. Like knifes, whips, rocks. Billy can use these also — if he can get them away from the gang members. This is no place for chivalry or kindness, girl Warriors must be wacked too! There's even dynamite to blow the Warriors up with — and crates and oil drums to bounce off their heads.

Unpretty, please

First, though, you get a chance to make some choices in the option screen: select the number of credits (each 'game' as it were), and the number of lives per game — either two, four, or six. Each button controls an action, and you can decide which for which, we usually find it best to have [A] to punch, [B] to jump and [C] to kick.

There are four different locations in *Double Dragon*: The City Slum, The Industrial Area, The Forest and the Hideout of the Shadow Boss. There are seven skill levels, and a new game begins at level one. Every time you jump a level, you're able to use more fighting techniques.

Now before jumping into the action — let's review the enemies we'll be taking on. Keep in mind that they all fight in predictable patterns. It's imperative to learn their fighting styles so as to defeat them. And by now you must know that just smacking someone doesn't guarantee that they'll stay down. You have to keep attacking until they start to flash... then they're out of it.

The Warriors usually have weapons on hand, you've no such luck. But there's a lot of things to find and use against them, and of course you can always ask them to give you their weapons. Just remember to say 'Please.'

Looks just like the beast we're used to feeding coins to

Getting these guys to quit means killing them — a fast way is by using a weapon rather than getting in close. It's also a good idea to try and punch or kick their weapons away as soon as possible. Pressing [A] enables Billy to pick up a weapon. Another press lets him toss a box, rock, oil drum, dynamite stick or knife; or to crack the whip or swing the bat (hopefully at a human target).

Learning the combinations of direction pad/buttons is vital, this is no time for skipping the manual! It's gonna take a lot of attention to remember those combos — especially when you're in the midst of battle with three or more bad guys. The pad moves you around of course, but using it with the buttons does a lot more than that (see the box).

Crack fiends

The way you handle yourself is important for more than just survival, you also earn points. A simple punch or kick gives 60/100 to your score, but the more exotic stuff you do really racks it in.

A Leaping Reverse Kick or using a Whip scores 200, knifing someone brings in 500. Using Dynamite (which is dangerous to handle since it could blow up in your face) rewards its use with 800 points. Plus each mission cleared adds bonus points to the score (#1 gives 3,000, 2=5,000. 3=8,000, 4=12,000). Of course, and unfortunately, you can also lose energy and your life.

Now let's check out those levels. The City Slum isn't too impressive, just a dirty street with some storefronts. You can climb up some of the ladders alongside the stores, it's a good way to get some breathing space when a lot of guys are trying to double bank you.

Jumping down hurts, though, and you can't land on someone's head, unfortunately. At least the ground is all there — which is more than can be said for the rest of the places you'll be visiting.

The Industrial Area's a lot more confined than

the street. It also has cracks in the floor which don't do you any good (ie you fall through and die). The good thing about them, though, is that you can send your 'friends' down there as well.

Again, climbing is required — there are walls and uneven landings to manoeuvre through. A hint when you get to the conveyor belt: stick some of the baddies on it and watch them get chewed up! Eventually another of the Warriors shows up on an elevator. Once you clear this level, you're on your way down into the Forest.

The shadow boss

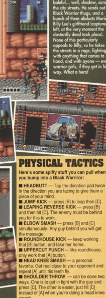
This is where it gets real bad. Everybody here seems to have a pipe or knife or something extra — like dynamite! Jumping around a lot proves helpful, it's also a good way to stay alive. Be careful of the bridges and don't fall into the water.

After you've hacked your way through this level, you get to take on the Middle Boss. He's a

JERKS FOR DOGMEAT

Let's do a rundown on these jerks before we turn them into dogmeat.

Willy — big and mean. Speciality is punching.
Rowper — not as big, still plenty mean. Beware his punching combinations, and his knifing techniques. He also knows where to get dynamite.
Williams — no wimp. He has a killer jump kick and knows which end of a bat is which.
Linda — tough chick. Damn good puncher, but a real bitch with her whip.
Chintal — karate expert. Very dangerous.
Abodo — too damn tall. He's known as the 'Middle Boss'. Don't let him get too close.
Jeff — the worst. Known as 'The Big Boss', this joker carries around a machine gun. And it ain't for show!



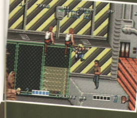
The Shadow Boss casts a baleful... well, shadow, across the city streets. He sends out his Black Warrior thugs, and a bunch of them abducts Marion, Billy Lee's girlfriend (captured left, at the very moment the dastardly deed took place). None of this particularly appeals to Billy, so he takes to the streets in a rage, fighting with anything that comes to hand, and with ayone — even warrior girls, if they get in his way. What a hero!

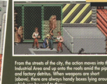
Billy can put on a good Indiana Jones when needed, but he's a martial arts expert — natch — that's why he can flip the Black Warriors over a shoulder like they were sacks of coal.

PHYSICAL TACTICS

Here's some spiffy stuff you can pull when you bump into a Black Warriror:

- **HEADBUTT** — Tap the direction pad twice in the direction you are facing to give them a piece of your mind.
- **JUMP KICK** — press [B] to leap then [C].
- **LEAPING REVERSE KICK** — press [B] and then hit [C]. The enemy must be behind you for this to work.
- **ELBOW SMASH** — press [B] and [C] simultaneously. Any guy behind you will get the message.
- **ROUNDHOUSE KICK** — keep working that [B] button, and take her home.
- **UPPERCUT PUNCH** — like roundhouse, only work that [A] button.
- **HEAD KNEE SMASH** — a personal favorite. Get real close to your opponent and repeat [A] until his teeth fly.
- **SHOULDER THROW** — can be done two ways. One is to get in tight with the guy and press [C]. The other is easier, just hit [C] instead of [A] when you're doing a head knee smash.





From the streets of the city, the action moves into the Industrial Area and up onto the roofs amid the pipes and factory detritus. When weapons are short (above), there are always handy boxes lying around which can be used to throw.





Into the forest — and into the water, too. Billy's a good tosser, but he sometimes ends up on the floor…

Dealing with the forest camp boss

load of fun — big and green like The Hulk, and twice as mad. Should you prove victorious here (bouncing rocks off his head's a good start), it's on to the Hideout of the Shadow Boss.

Which looks real pretty, with mountains and a nice moon and stars in the distance. Of course there's the rickety bridge separating you from entering the Hideout, with plenty of bad guys nearby. But once you've climbed the rocks and dropped a few on their heads — they leave you alone.

You now enter the Hideout proper. Here there's more than just enemies to deal with — spears are popping out of the walls as well as the floor. Of course this might prove difficult since every evil guy around is now after your hide. But after a long corridor (with enemies coming through the walls themselves), Marion's in sight.

But try not to lose your cool now. These guys don't play fair, only a few come out at once — others hang around and show up as soon as you pop off one. Then the Big Boss shows up with his machine gun, which he uses to bust up your head, before he settles down to blowing holes in it. This is where they separate the men from the boys!

No time to listen

Now let's get down to what we're looking at: arcade quality. That's right, the game looks just like the beast we're used to feeding coins to.

Since it was designed by Tradewest — the same guys who did the arcade version — why be surprised? The action's swift, characters move smoothly in that sorta strange side-stepping way right out of the arcade, and there aren't any glitches I can see. Even though the cart is still a pre-Beta, it looks great.

There's good separation between the baddies — even when a horde of them are jumbled up together. The music track runs throughout, and has that edge of urgency that makes you want to get going. Sound FX are okay, although they aren't sampled from reality — the thuds and smacks and kabooms do their job, but there's no time for listening anyway.

This is the time to fight! Those bad guys don't just roll over and die from a hit or two! A tough place to be alone in, even with START working as PAUSE once the game begins.

Which is why there's the two-player option. Hey, it helps to have friends! And you'll need all the help you can get when you take on the Shadow Boss at the very end. This is where it gets hairy because he turns out to be…

When you win, you'll know.

WINNING TACTICS

We wouldn't leave you hangin — here's a few tips to keep you alive.

Don't let yourself get double-teamed by the Warriors. Try to stay to one side of them. Getting trapped between two really stinks, and will hurt you solid.

Try to get any weapon you see and use it fast. It's better to toss a knife from a distance so as to not have to close with the enemy. The same goes for anything else you pick up: rocks, oil cans and the like.

Once you knock an enemy down, try to smack him immediately as he gets up. He's slow and vulnerable then.

You can jump over dynamite sticks, even knives. But the best bet is to avoid them. With dynamite, if you don't pick up a stick and toss it quick — stay away!

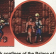
Actions aren't automatic. If you hold a rock too long, it falls out of your hands. The same goes when putting the moves on someone, you gotta work fast.

The best defense is a good offense. This is even more true when Jeff unlimbers the Machine gun. The safest route is to get in close. The worst he can do then is clobber you with the gun barrel. But once he gets some distance from you… BLAMMY!

And then the Shadow Boss's hideout — watch out for spears coming through the walls and floors. Gotta blast a hole in a wall somewhere here…

At last, Marion in sight, but look — the fiends have her tied up and hanging on a wall! And there's trouble everywhere…





But if you're good, you can help Billy and Marion live happily ever after, aaohhh!

Deep within the dank confines of the Palace of Doom — the Black Marshal holds court over the realm of video gaming.


SHADOW OF THE BEAST
C & VG (I) 94%
SEGA PRO (UK) 90%
JOYPAD (F) 94%
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TECMAGIK
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TOP
01ENG 0
GO

At last after all my attempts, I've managed to get a goal. With a brilliant diving header, after an amazing move from deep in my own half.

WORLD CU

'92?! Excuse me, wasn't the World Cup in 1990?! PAUL MELLERICK sees what the Japanese are up to.

First things first. *World Cup*'s prefixed '92 because it's this year's version of the *World Cup '90* Tecmo coin-op. There, that's the confusion over.

Although programmed by the same people, this isn't a straight conversion of the coin-op. It has a World Cup tournament involving 24 teams split into six league groups, the top 16 going onto the final rounds, which are played on a knockout basis.

You can choose any team from the 24, bearing in mind some perform better than others. An addition to the coin-op's features is team formation, but this can only be selected at the start of a match.

To get some practice before the real thing, you can play a one-off match against the computer, or play head-to-head with a friend.

Change at conversion time

There are several variable parameters, including the level of the opposition (1–5), match duration (15, 30 or 45 minutes per half) and the controls (which button passes and which shoots).

Unfortunately, you can't change the duration of World Cup matches, which are fixed at 45 minutes. However, this isn't realtime: a half lasts approximately five minutes.

Having played the coin-op to death (it also helps if you know the cheat mode!), I was intrigued to see what Tecmo would change. Thankfully, they've put in a proper tournament (although I can't remember Japan being in the World Cup, can you?) and adapted the graphics to suit the Mega Drive.

Faithful to the coin-op and the best Mega Drive footy game

Casual kickabout

The control system's simplicity itself and instinctive to use. You'll soon find yourself passing and dribbling around your opponents and scoring spectacular overhead goals and diving headers.

Player animation is very good and when you make a long pass downfield (using [B]), the action's very nonchalant, even laid back.

Sound is uninspiring and the ball sounds like it could do with more air inside it. The in-game music's a rather flat version of the coin-op's theme, but it does change for the knockout section.

All in all, *World Cup '92* is faithful to the '90 coin-op and the best Mega Drive footy game money can buy — until the much-touted *Kick Off* appears sometime this century.

PAUL



Don't get confused, there isn't a World Cup in 1992. This is a conversion of the World Cup '90 coin-op.

Oooh! So close but the keeper just tips it over the bar, never mind you can try again from the corner.

What's this ball doing on my head. Oh sorry it's a thrown in. Earwigo, Earwigo.



Reviewed!

Whip out that niner and give it a good whacking! PAUL MELLERICK plays around with his (game) gear.

Why oh why do the Japanese insist on accompanying every game with some awful little beeping tune that's hair-tearingly irritating after 25 seconds? Are they musically inept or simply sadistic? Anyway, onto the game itself.

There are two courses of 18 holes, beginner or professional, both progressively difficult as holes are completed. Each hole looks like its from the average seaside miniature golf course, so nothing new there.

You view the course in 3D perspective and can only see a small portion of the hole at a time, but can scroll around to plan your shots.

To begin a hole, place your ball on the pinkish tee-off square then set the angle and power of the shot.

Dotted around each course are numerous obstacles, including bumpers. These bounce your ball back in the opposite direction but disappear if hit three times, giving bonus points in the process.

The par is over

You begin the round two below par and lose or gain points depending on your performance. Should you go above par overall (ie, above zero), the match's over.

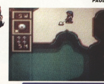
After every third hole you're given a password which will let you continue from a round from that point. There's a two-player option which lets you compete against a friend to add further excitement.

Though the above details make this sound like a good game, there's one problem: *Put & Putter's* incredibly easy to complete. After my second go I'd finished the beginner course and had no desire to try the hard level.

But to review it properly, I did — and there was no bloody difference! The holes were only as difficult as the latter holes of the beginner course.

While the graphics are fast and the scrolling smooth, the sound's annoying, to say the least, and it's just too easy (even Claire's good at it). *Put & Putter Miniature Golf* offers no challenge and no longevity.

PAUL



SEGA FORCE Game Blaster
GAME GEAR 99



Reviewed!

G-LOC Air Battle

Loss Of Conciousness is something PAUL MELLERICK achieves with consumate ease on Friday nights, but can still handle a joystick with the best of 'em.

Anyone who saw our last issue would've noticed the MS review (67% Force) and understandably be wary of the GG version. Well think again, it's completely different and features much smarter graphics.

For those unfamiliar with the *G-LOC* scenario (what planet are you from?), you're a fighter pilot who must complete several missions 'in order to save the world from the onset of evil forces'.

As with the MS, it's totally different from its coin-op namesake. But unlike the MS version, it's brilliant — amazing 3D graphics zoom about all over the screen and landscapes look suitably rugged.

Amazingly good

You view the action through the cockpit, rolling left or right, button [1] firing the machine guns and [2] launching heatseeking missiles.

Unusually, the Start button doesn't pause the game. Instead, it fires your afterburners, propelling you away from attacking aircraft.

After each mission you're awarded completion

Put & Putter takes me back to my youth, freezing on the front at Blackpool, completely windswept, trying to get me balls through a concrete windmill on a crazy golf course! This game isn't bad. The graphics suit it well and the control method's fine. I couldn't see the point the beginner level, 'cause like Paul I found even the advanced stage incredibly easy. Put & Putter makes a change from blasting aliens and slaughtering meanies, I suppose, but hasn't got enough to keep you playing. **ADE**

- PRODUCER: SEGA
- MD: N/A
- MS: N/A
- MEMORY: 128K
- PLAYERS: 1-2
- PRICE: TBA

SF rating

74% PRESENTATION
- Few options and two-player game

78% VISUALS
- 3D scrolling, nice clear graphics

45% SONICS
- Horrible tunes and irritating SFX

82% PLAYABILITY
- Easy to control, easy to play, but...

20% LASTABILITY
- After 30 minutes you've had enough

50% FORCE
- Golf fans and anyone under three will get some pleasure

and time bonuses. This allows you to upgrade you aircraft, including such things as more fuel, missiles, bigger fuel tank etc.

One word sums up this game: amazingly good (that's two —Ed). The graphics and effects are astounding and, while sparse, sound effects are very good.

Any and every GG owner should rush out and buy this straight away. What a pity there isn't a GG to MS converter.

PAUL



Don't underestimate the capabilities of the wee Game Gear — *G-LOC* is brilliant on the small screen! It's fast and incredibly furious; everything about it says 'speed'. The graphics are great, nicely coloured and shaded, and animation's top notch. You'll sway that Game Gear of yours from side to side as you view the goings on from your cockpit, it's that good! Buy *G-LOC*, now! Oh, and while you're at it, invest in some travel sickness tablets, too! **ADE**

- PRODUCER: SEGA
- MD: SOON
- MS: OUT
- MEMORY: 256K
- PLAYERS: 1-2
- PRICE: £24.99

SF rating

88% PRESENTATION
- Aircraft controls, great static screens

93% VISUALS
- 3D scrolling, brilliant sprites

72% SONICS
- Sparse but impressive SFX

89% PLAYABILITY
- Very tough but very enjoyable

91% LASTABILITY
- You perform a better each time

92% FORCE
- An inaccurate conversion but brilliant in its own right

WE NEED YOUR VOTES

Dear Gutter Nutter,

I used to read *Sega Power* but now I've switched to SEGA FORCE, because it's cheaper and better. The only problem is, you don't have a Top Ten of Sega games. All the other mags do. Please could you start one?

Kieren Lythgow, Shipley, West Yorkshire

Great to know you like SF, Kieren. We *do* take a look at what's hot in the gutters of Tokyo, as for the top ten Sega games, well, the SEGA FORCE crew would really like to know what you lot out there are buying and enjoy playing. Those dead head reviewers are going to compile a READER'S CHART, to appear each month in SEGA FORCE. So, get crackin' plebians, send your votes to: READER'S CHART, SEGA FORCE, Europress Impact, Case Mills, Temeside, Ludlow, Shropshire SY8 1JW. Thanks for setting the wheels in motion, Kieren.

thought you'd write to me, eh? I can't be doing with hedgehogs. Managed to throw one to my next-door neighbour's baby girl last week and punctured her!

No one in the SEGA FORCE office has come across your little dilemma, Scott, but if it's causing you no end of sleepless nights, I'll ask our dear readers to drop me a line if they know how to get our blue buddy out of that cavern. I'll let you know as soon as word comes in. If no one writes, grab your *Sonic* cart and give it to your goldfish. He can use it as a life raft!

Make a smug Paul less happy and then pissed off — beat him NOW!

Humble Beginnings

Dear Gut

Could you give me some information on how to start my own magazine? It's just a small one, all about the Mega Drive and its games. I'll sell it to my school mates.

Craig Heary, Dundee

If this magazine turns out to be as popular as SEGA FORCE, Craig, I'll eat you! *My* big break into the mag business came about when I sent in a recipe for peppermint creams to *Bunty*!

Seriously, the best way to start a magazine or 'fanzine' is to buy a word processing program for your computer, if you have one — your Sega ain't no good, it don't have no keys with letters on them — and a printer. If you want to include pictures, the easiest way is to leave spaces in the text, glue the pictures to the page, then photocopy it.

See if any local schools or colleges will help, by supplying you with paper or allowing you use of their computer equipment free of charge. When you've finished the first edition, send me a copy and we'll give out your address so others can marvel at your exploits! It's hard work but very rewarding. Best of luck.

Tee and sympathy...

Dear Guts

I wish to complain about Ian Osborne's CRAPPY review of *World Class Leaderboard*. Before slagging the game off, he should have learnt these things:

1. Try to avoid the rough on a few occasions.
2. Try not to use the Punch, unless chipping.
3. Ignore the music!

I feel that Ian's review was grossly affected by the fact he couldn't realistically play the game. BUT, overall I *did* like the magazine and will continue to buy it.

I must say a big 'Well Done' to Wilson Ross of Solihull for those great tips on how to survive each Doc attack on *Sonic The Hedgehog*, but sadly, me and my pal are still trying to get to the third Doc, so we'll keep your tips handy!

Simon Sadler, Newport, Gwent

Unfortunately Ian 'Woosnam' Osborne is not related to anyone with the surname Faldo, Palmer or Nicklaus. You'll be glad to know he *has* been reprimaned. We've forced him to sit in a room on his own for three weeks, eating peanuts with the light off! Before which, we sent him on a two-day 'Learn To Play The Tarbuck Way' golfing holiday at St. Andrews! Ian's review wasn't *that* harsh, but we *do* welcome your criticisms — naff off — as well as praise... aah, that's better.

Up 'n' comings?

Dear GS

Will these games be coming out on the Master System: *Quackshot*, *Fantasia*, *Speedball 2*, *Pitfighter*, *James Pond 1* and *2* and any *WWF Wrestling* games?

Daniel Manchip, Llanharry, Mid Glamorgan

PS *WWF* as in *World Wrestling Federation*, not *World Wildlife Fund*... You probably know that. Ta muchly.

Of course I know. I *had* thought of other *WWF* names to call you, but Big Ed said they were unprintable.

***Quackshot* appears on the MS as *Lucky Dime*, although it's a different game in many respects. *Fantasia* is doubtful, *Speedball 2*'s a possibility, although no news as yet. If MD *Pitfighter* is successful, there maybe a chance of an 8-bit version, Electronic**

Arts, the brains behind *James Pond* haven't said whether they intend to produce Master System games yet, and as for *WWF*, no sign of any games as such, but we'll let you know if anything crops up.

A total freak out!

Hi dudes

I'm in need of a fix. Yo! Awesome Mega Drive is hanging tough! It's looking forward to an excellent time getting on down with the totally bogus Mega-CD. But its eyes and ears are in drastic need of customising. This Scart geezer sounds good (21 inches, don't you know?). It's cool man, so do the biz!

Mega Man, 16-bit Road, Rayleigh, Sega Land

Nice to know SEGA FORCE appeals to all members of the community. Keep taking the tablets!

Right then that's it again for another month, and may I say now, how wonderful it's been talking to a load of dead-heads like you lot. A few dumbos asked me what the letter in Japanese said last month.

Well how the hell am I supposed to know! I don't speak Japanese any better than Adrian Pitt, but the very lovely Tomoko McKay (who does speak the lingo) said it was something to do with a Nintendo super machine — now how the hell did that get in...?



This cutesy picture was sent to me by Ian Leyland, Lancs. Too cutesy for me, I eat rodents for breakfast.

A final word! Last month some right plonker put the wrong phone number in the masthead on the contents page. So PLEASE NOTE — it's 0584 875851 for editorial and general enquiries. For subs and the like, you need Europress Direct on 051 357 2961 for enquiries and 051 357 1275 for phone orders. Got it. Good!

SEGA FORCE CLASSIFIED ADS

SWAP

Ring (091) 5285865 or SAE with games lists: 2 Silksworth Road, East Herrington, Sunderland, SR3 3PW Simon Wright, No 1 on Monaco GP.

●'Double Impact, Double Fun', masterswap CLub II. Swap your Mega Drive games from our wide selection. Sonic, Road Rash (you can swap from £1 so grab that phone). Call Dan on: (0850) 353484 after 6pm. "You have just entered the Club Zone".

●Swap Casino games, Scramble Spirits, Impossible Mission and Monopoly for Populous, Shinobi, Shanghai Spellcaster, California Games. Tel: (081) 3416095 (Chris)

●MegaDrive games to swap, for information send SAE to 21 Hope Street, Gt Harwood, BB6 7LY or ring (0254) 884974

●Please call if you want to swap with my fantastic Mega Drive games. I may even sell some! (021) 4597576.

●I swap Indy the Last Crusade and Quartet for Gauntlet, Rastan, Mickey, (Sonic), Golvellius. Boxed, good condition Golvellius with instructions. Address: c/o Shamsul Haque, Tanjib Hussain, 6 Hogarth Court, Batty Street, London, E1 1RN.

●I'll swap my MS Afterburner, SG Fighter Quickjoy joystick (boxed) and two videos (original):- Topgun and Short Circuit two for Mickey Mouse and any decent MS game (with instructions). Tel: (06504) 354 for more details.

●Master System: Will swap any two of my Galaxy Force, Impossible Mission, Scramble Spirit or Casino Games for Populous. Tel: (081) 341-6095 (Chris)

FOR SALE

Game Gear plus Master Gear and two games R-Type and Space Harrier in perfect condition, still boxed. call (0246) 271849.

●Wott 1 GameGear mag, reviews, tips, previews, cheats best mag around, send SAE & £1 coin to 35 Grasliegh way, Allerton, Bradford, BD15 9BE

●'Electric Brain' The ultimate games console fanzine, covering the MegaDrive, Super Famicom, PC Engine, Gameboy, etc for a free back issue, Send a first class stamp to; OnnLee, 125 Arnold Road, Bestwood Estate, Nottingham. NG5 5HR. Do it now!

●Mega Drive, Master System, Game Gear & Game Boy games for sale or swap. games include Robocod, OutRun, Xenon 2, Monopoly, Robocop 2, Simpsons, Outrun, Columns etc, for list Tel (0480) 65402. Ask for Andrew.

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●Sega Master Action Fighter, Aztec Adventure, Fantasy, Zone, Global, Defence, Kung-Fu Kid. 12.99 Enduro Racer, Hang-On, Super Tennis, Outrun, 3D, 10.99. F-16 Fighter, Parlour games, Spy Vs Spy 17.99. Phone (0942) 879139 12-5, Mon-Fri all games are new (and cheap).

WANTED

Mega Drive games wanted. Send list & required prices to S Singh, 101 Robin Hood Lane, Kingston Vale, SW15 100% response.

PEN PALS

Penpals wanted for exchange of new and old tips for any MegaDrive games. Call Simon on (091) 5285865, No 1 on Monaco GP.

Next Month

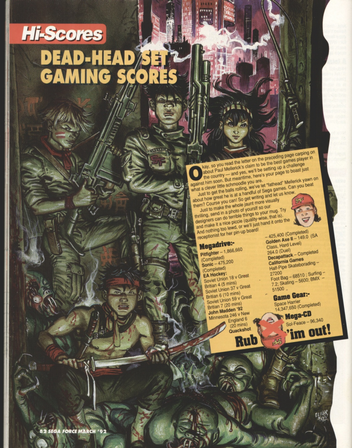
FROM THE SUBLIME TO THE TOTALLY DISGUSTING...

The biggest game for the Mega Drive this year (until Sonic 2, at least) hits the pages of SEGA FORCE issue 4. We've got a mammoth, gutter-deep Advance Play of Sega's KID CHAMELEON. You can't miss it — it's so big! And for the less squeamish there's SPLATTER HOUSE — so appallingly gruesome, even the Mega Drive shudders when you stick the cartridge in its slot. Plus: make a wish upon a star and take a shot at a family trip to Euro Disney.

Don't miss the next great issue of SEGA FORCE, out on sale on 19 March!



DEAD-HEAD SET GAMING SCORES



Okay, so you read the letter on the preceding page carping on about Paul Mellerick's claim to be the best games player in the country — and yes, we'll be setting up a challenge against him soon. But meantime, here's your page to boast just what a clever little schmoodle you are.

Just to get the balls rolling, we've let "fathead" Mellerick yawn on about how great he is at a handful of Sega games. Can you beat them? Course you can! So get writing and let us know.

Just to make the whole jaunt more visually thrilling, send in a photo of yoursIf so our designers can do terrible things to your mug. Try and make it a nice piccie (quality-wise, that is). And nothing too lewd, or we'll just hand it onto the receptionist for her pin-up board!

Megadrive:-

Pitfighter – 1,866,660 (Completed)
Sonic – 475,200 (Completed)
EA Hockey:
Soviet Union 18 v Great Britian 4 (5 mins)
Soviet Union 37 v Great Britian 6 (10 mins)
Soviet Union 59 v Great Britian 7 (20 mins)
John Madden '92
Minnesota 246 v New England 6 (20 mins)
Quackshot – 425,400 (Completed)
Golden Axe II – 149.0 (SA Class, Hard Level)
264.0 (Duel)
Decapattack – Completed
California Games
Half-Pipe Skateboarding – 27200
Foot Bag – 68510 ; Surfing – 7.2; Skating – 5600; BMX – 51500 .

Game Gear:-

Space Harrier
14,347,650 (Completed)

Mega-CD

Sol-Feace – 96,340

Rub 'im out!

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F22 INTERCEPTOR	34.99	27.99
FANTASIA	34.99	24.99
FIRE SHARK	29.99	19.99
FATAL REWIND	34.99	24.99
GROWL	34.99	24.99
GHOULS 'N' GHOST	37.99	24.99
GOLDEN AXE	29.99	22.99
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JOHN MADDEN 92	34.99	27.99
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